

Nintendo
GAME BOY[®]

DMG-LN-USA

SUNSOFT[®]

LOONEY TUNES[™]

INSTRUCTION BOOKLET

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Thank you . . . for purchasing the SUNSOFT Looney Tunes Game Boy pak. Read these instructions carefully before starting to play the game. In doing so, you will understand the game better and enjoy it even more. Remember to keep these instructions in a safe place.

PRECAUTIONS

- Be sure to turn the power OFF before inserting or removing the game pak from the Game Boy unit.
- This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures.
- Do not bend, crush, submerge in liquids or attempt to take it apart.
- Avoid touching the connectors and be sure to keep them clean and dry.
- Take an occasional recess during extended game play.

ADVISORY — READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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GAME OVERVIEW

Looney Tunes for Game Boy contains 7 action packed levels. It is your task to complete each level within the specified time period. The game features a variety of Looney Tunes characters battling against some very familiar enemies and a few new ones you may never forget. Each character "stars" in their own adventure within each level and game play will vary accordingly. Looney Tunes for Game Boy will take you

through a haunted mansion with Bugs Bunny, swimming the South Seas with Daffy Duck, to flying the skies with Porky Pig and many more zany places where you can find all of your favorite characters. There's a little bit of everything in Looney Tunes for Game Boy. It's like having 7 different games in 1!



GAME PLAY DIRECTIONS

CONTROL PAD

Left or

Right: Moves character left or right direction.

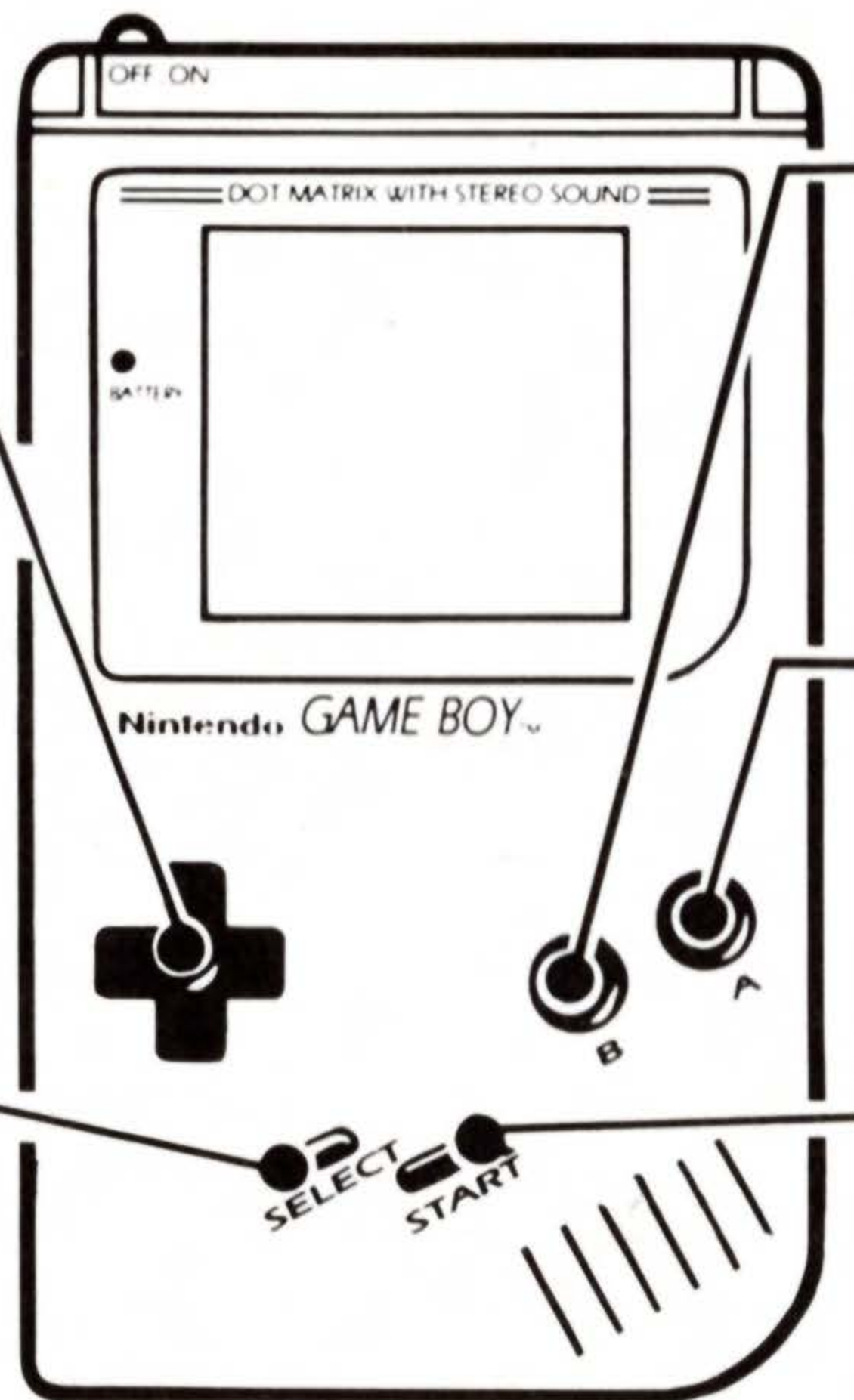
Down: Duck

Up: Used in flying stage only

SELECT BUTTON

— Not used

RESET: A + B + Start + Select



B BUTTON

- Throw frisbee
- Shoot stars (during shooting stages only)

A BUTTON

- Jump (hold to jump higher)

START BUTTON

- Press to begin game play
- Press to pause game play

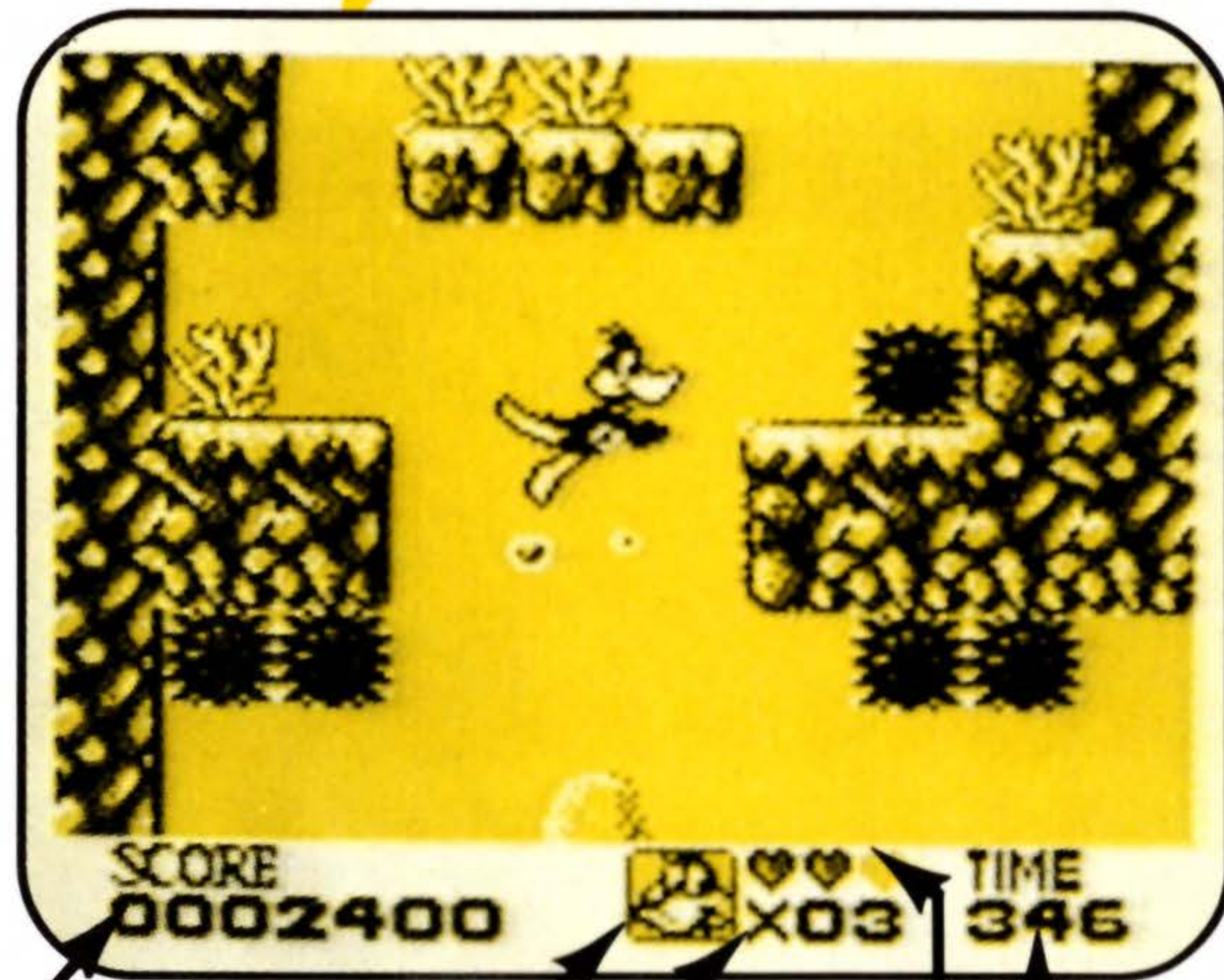
HOW TO START THE GAME



Insert the Looney Tunes Game Boy pak into the Game Boy System then turn the system ON. After a short time, the title screen will appear. Press the "Start Button" to begin game play.



GAME PLAY SCREEN



Total
Points
Earned

Featured
Character

Number
of Lives
Remaining

Time
Remaining
to Complete
the Level

Health Meter of
Current Life

At the beginning of each game you are equipped with 3 power lives. Each power life consists of 3 health containers. When the health meter is empty, a power life is lost. When all 3 power lives are gone, the game is over. You have the option to continue as many times as you would like. Simply select "Continue" once game play has ceased. If you would like to stop playing, select "End" once game play has ceased.



ITEMS



CRYSTAL - Earn 200 points



INVINCIBILITY — No damage can be inflicted to your character (only lasts a few moments)



TAZ TREAT — Earn 1,000 points
— Available only in Level 4



HEALTH CONTAINER —
Regain 1 Health increment



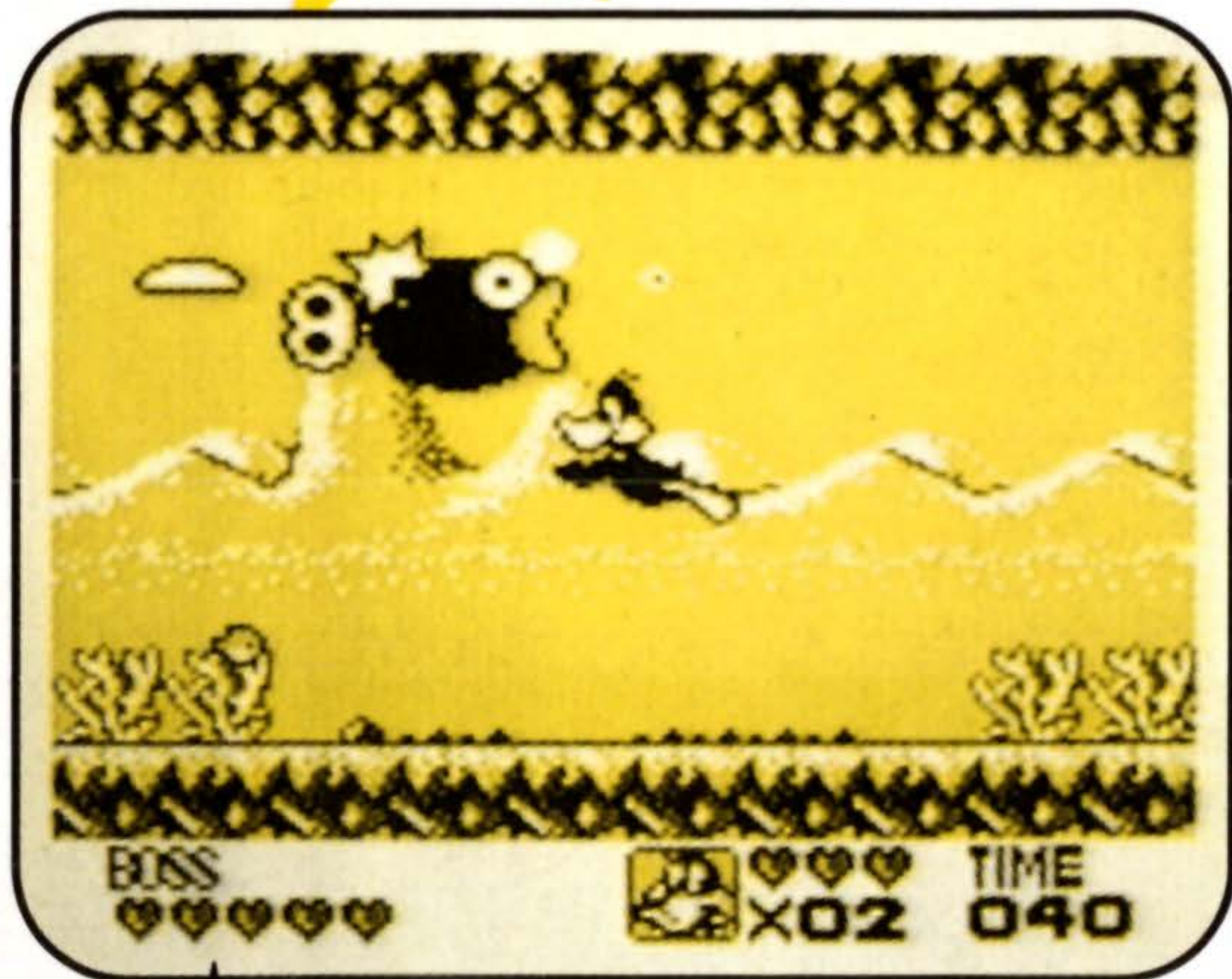
1 UP — Earn 1 Extra Life

SCORING

Your score is determined by how many points you can earn during the course of game play. Points are earned by destroying enemies, collecting crystals and remaining time on the clock. Obviously, the more difficult an enemy is to destroy, the more points it will earn. However, crystals are always worth 200 points.



BOSS LEVELS



↑ Boss Health Meter

At the end of every level, with the exception of 2 & 4, your character must defeat a boss to progress to the next level. When the boss appears on the screen, your point indicator will change to a "Boss Health Meter". The strength of the "Boss Health Meter" will vary depending on the difficulty of the boss. It is your objective to empty this meter by attacking the boss before your own health meter is empty. Only after the "Boss Health Meter" is emptied and the boss defeated, can you progress to the next level of game play.

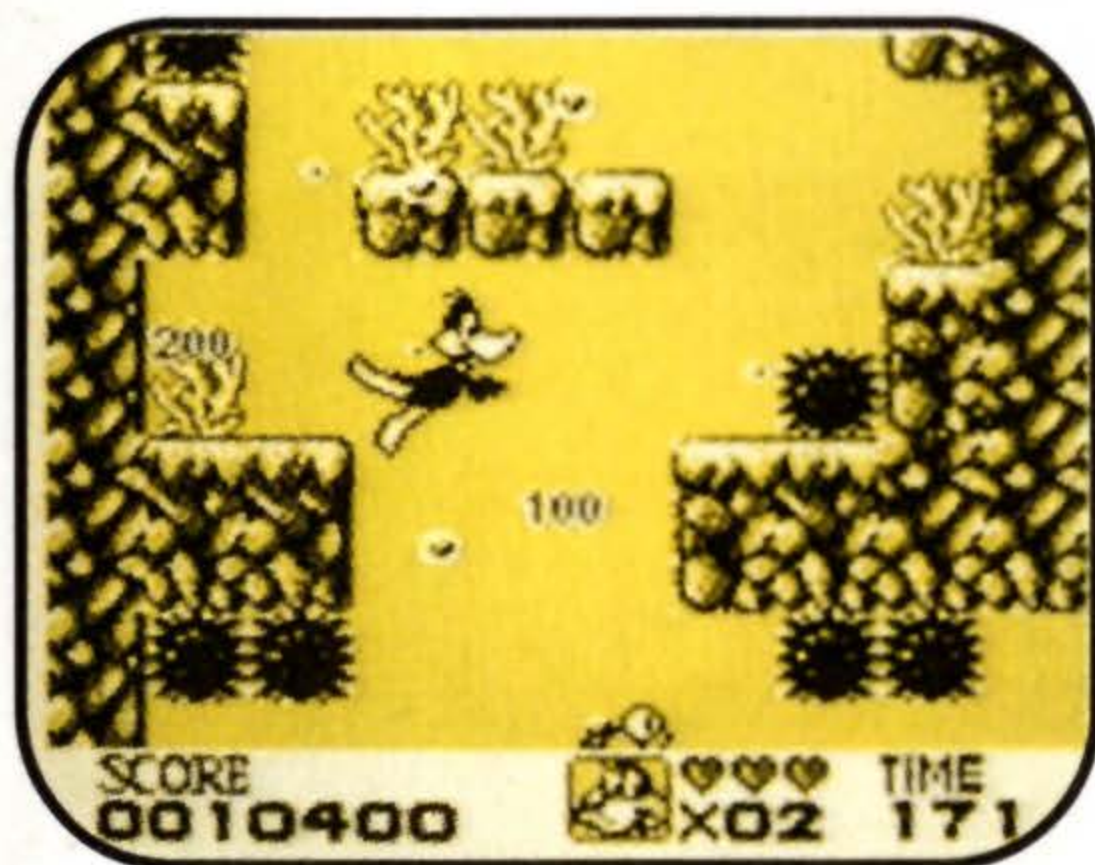


LEVEL 1

"South Seas"

Starring: Daffy Duck

Daffy Duck will hunt through land and sea to find the buried treasure. Along the way, he will fight enemies by throwing frisbees and bouncing on top of enemies to attack. During the swimming portion of the level, push the "A Button" to propel Daffy Duck under the water.



LEVEL 2

"Street Smarts"

Starring: Sylvester and Tweety

Sylvester chases Tweety through the dangerous city streets. Tweety can fly for short periods of time by rapidly pressing the "A Button". If Sylvester manages to catch Tweety, press the "A Button" rapidly to wiggle free. Tweety must lure Sylvester into manholes located throughout the streets to delay the chase while dodging items thrown at him from all directions. Tweety must collect the bird

seed at the end of the level to secure his safety.



LEVEL 3

"Pilot Porky"

Starring: Porky Pig

Porky Pig mans pursuit aircraft against fiendish flying enemies. To attack enemies press the "B Button" to release star bombs while hovering about to avoid enemy attack. Watch out for exploding air bombs!

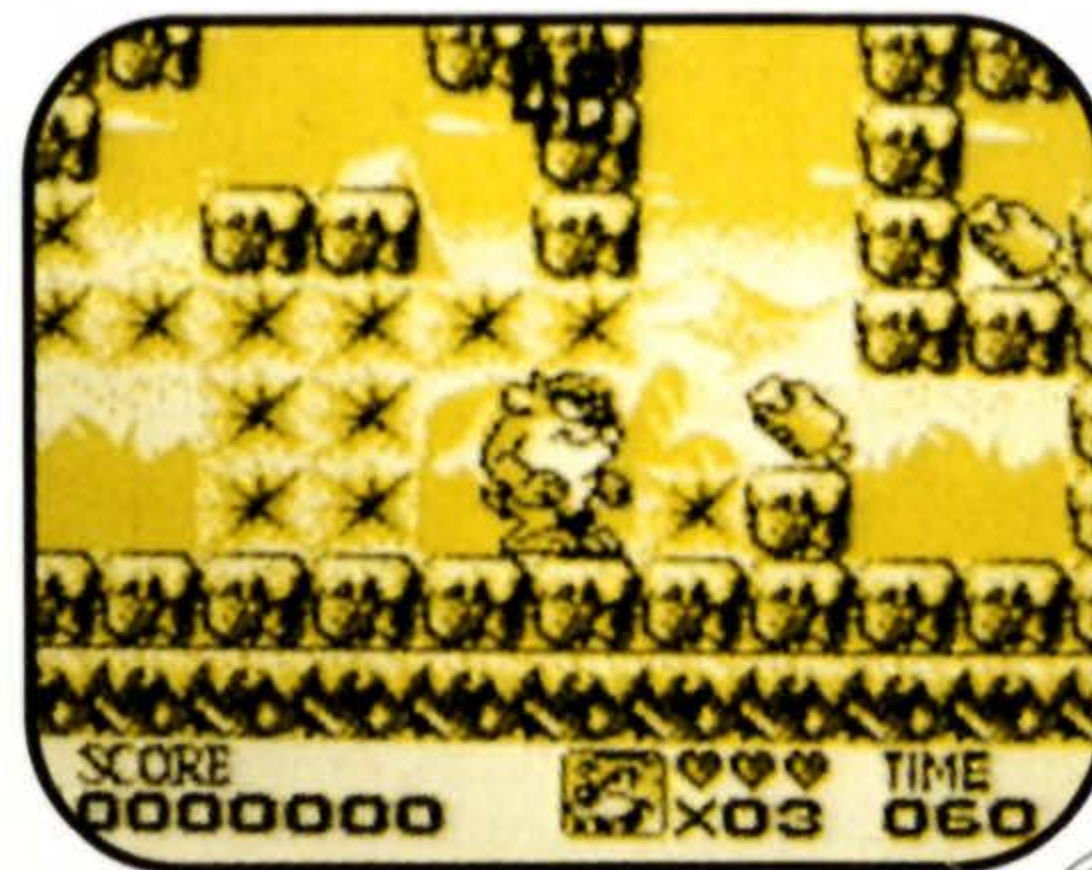


LEVEL 4 - BONUS LEVEL

"Time for a Snack"

Starring: Tasmanian Devil

You have only 60 seconds to collect as many "TazTreats" as you can. "Taz Treats" are located among the bricks that Taz must destroy by moving left and right with tornado-like speed. Each "Taz Treat" is worth 1,000 points.

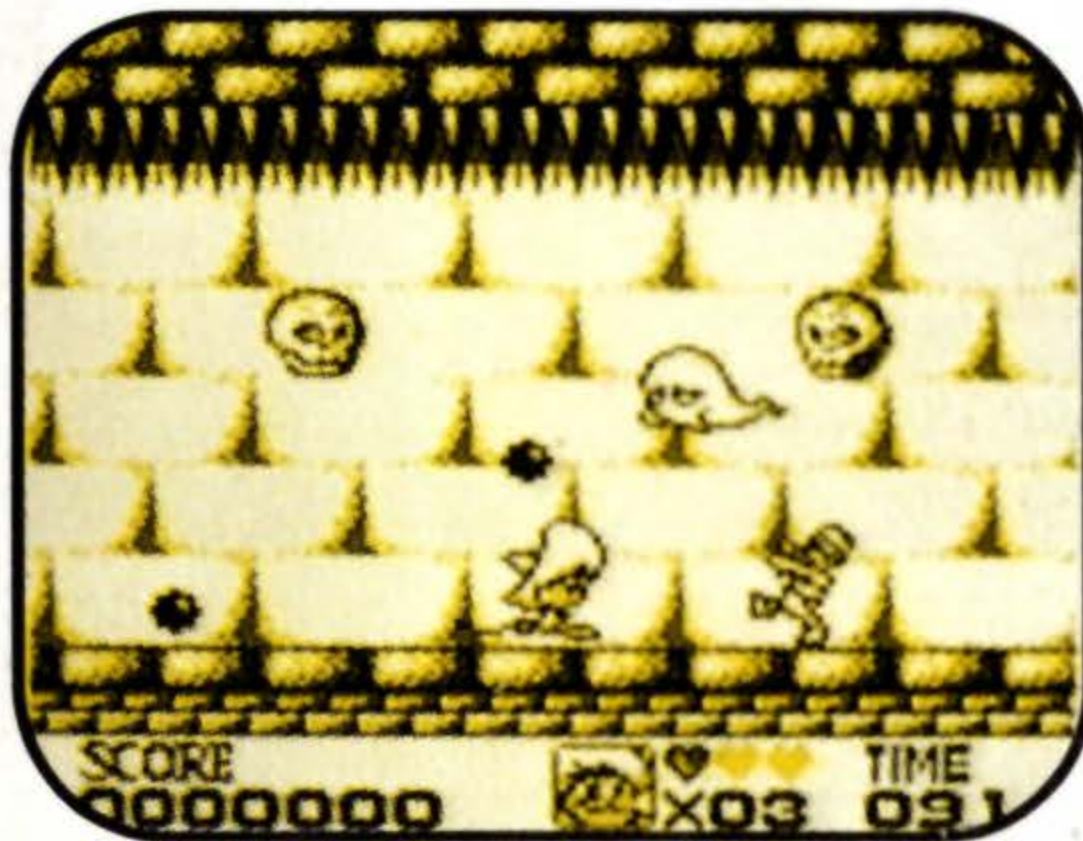


LEVEL 5

"Haunted Mouse"

Starring: Speedy Gonzales

Speedy Gonzales searches for cheese through a haunted house filled with ghouls and ghosts. To clear the way, press the "B Button" to activate his "star" dancing abilities. To bounce on top of enemies, press the "A Button". Defeat the Boss to find the hidden cheese.

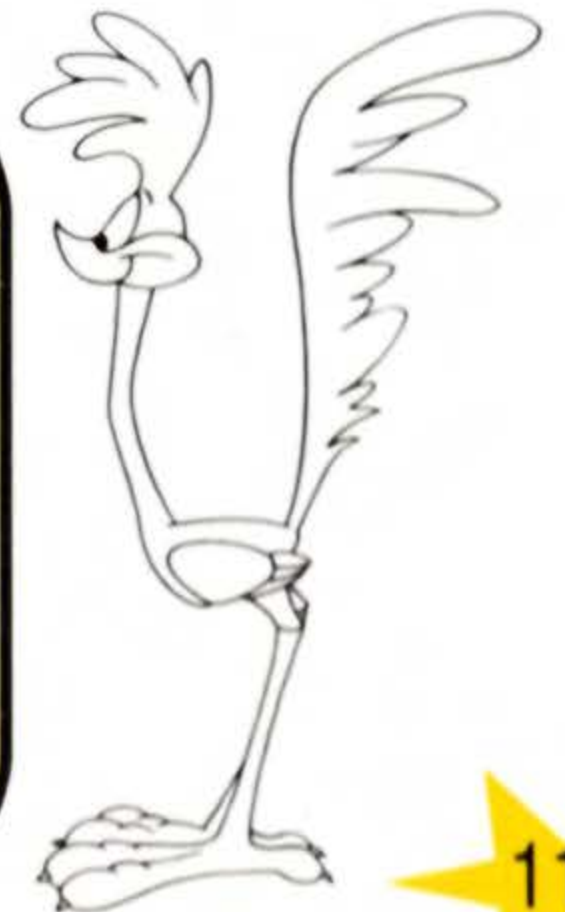
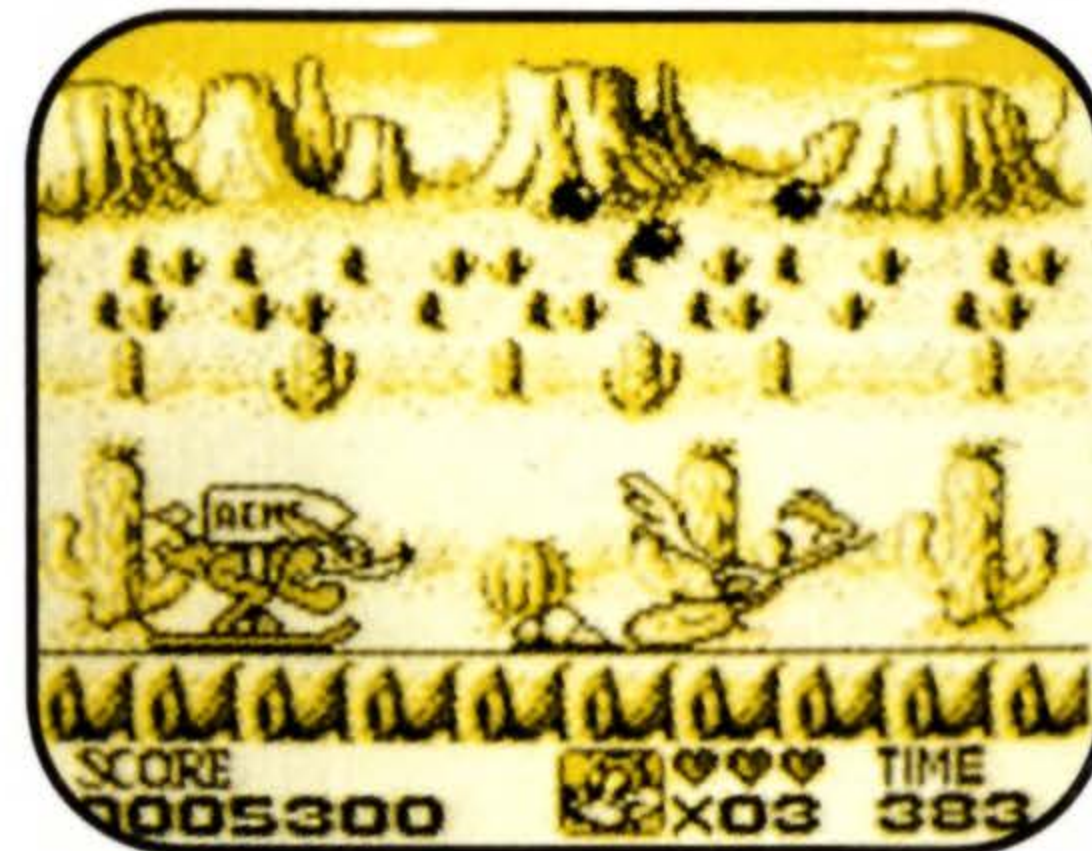


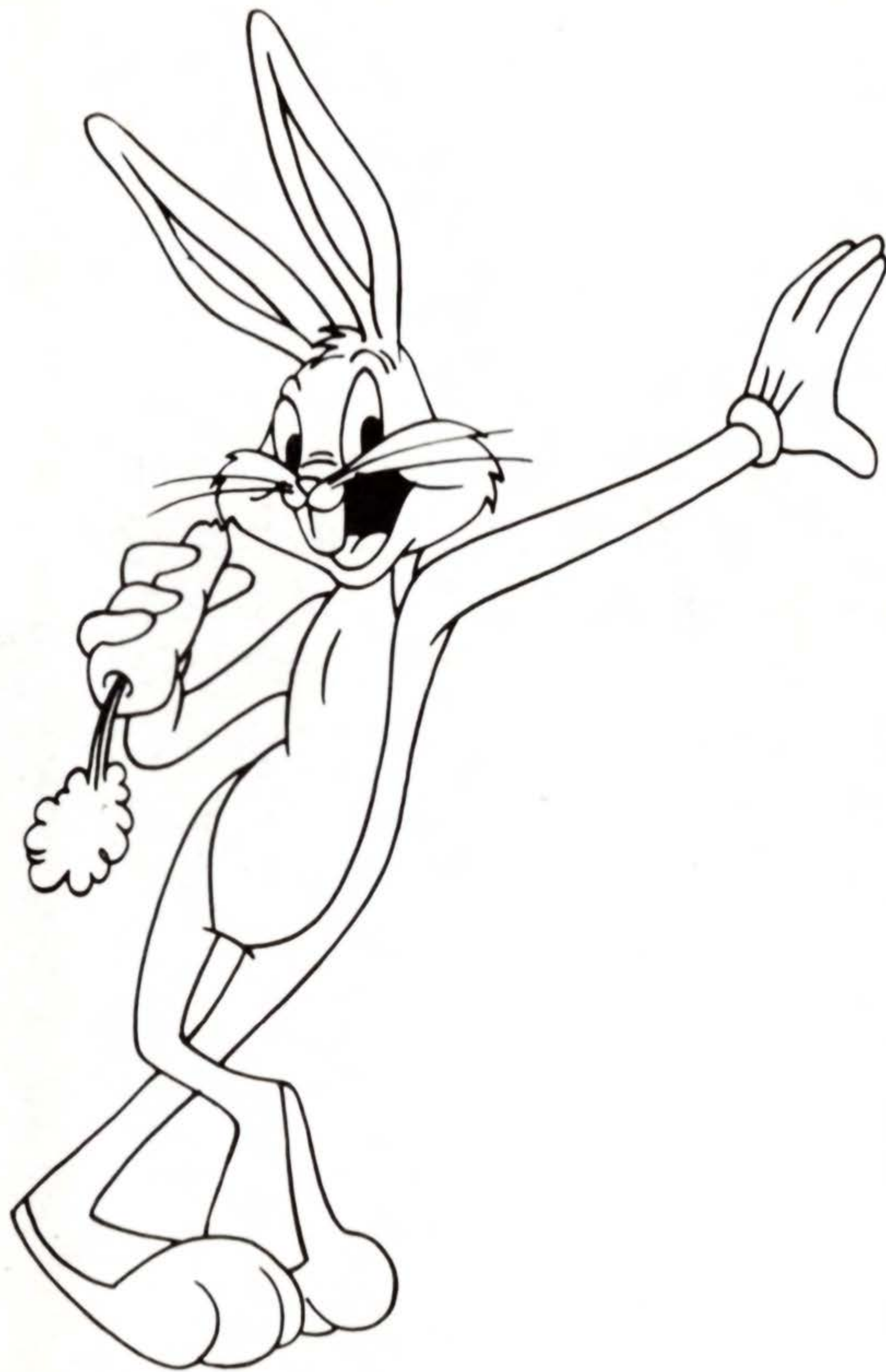
LEVEL 6

"Way out West"

Starring: Road Runner and Wile E. Coyote

Wile E. Coyote chases the Road Runner through the desert while shooting ACME bombs to slow your speed. You must stomp Wile E. Coyote into the ground and avoid obstacles by pressing the "A Button". By pressing the "B Button" you will hear the familiar "Beep! Beep!"



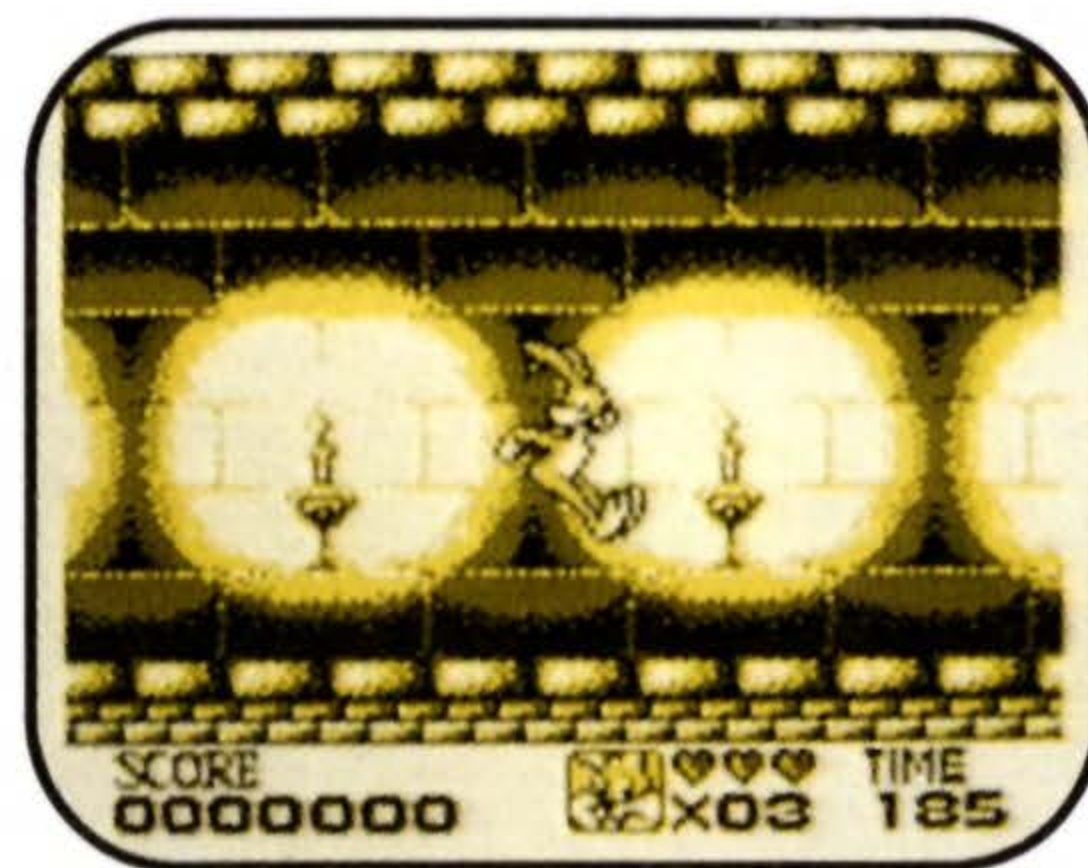


LEVEL 7

"Hare Beware"

Starring: Bugs Bunny

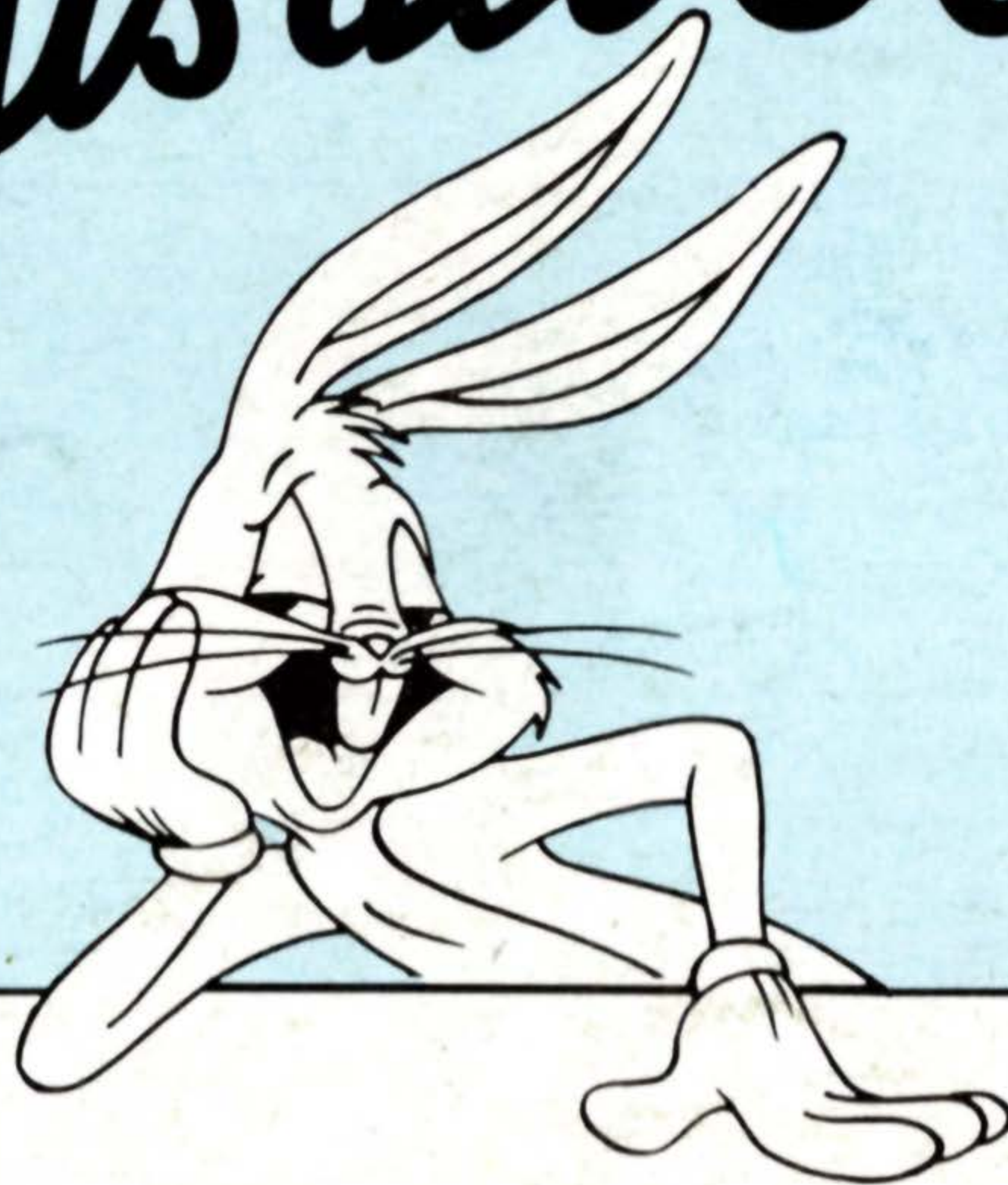
Bugs Bunny must escape the dangers of the haunted mansion but you have to locate his lost carrot first. To avoid pitfalls, press the "A Button" to bounce. Eliminate scary critters by pressing the "B Button" to throw frisbees. Be very careful! Your carrot is guarded well!



SCORES

This image shows a single page of white paper with horizontal black ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The left edge of the paper shows some slight discoloration or shadow, suggesting it might be part of a bound notebook. There is no handwriting or other markings on the page.This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

*"That's all Folks!"*TM



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