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GAME BOY®



DMG-T8-USA

**INSTRUCTION BOOKLET**



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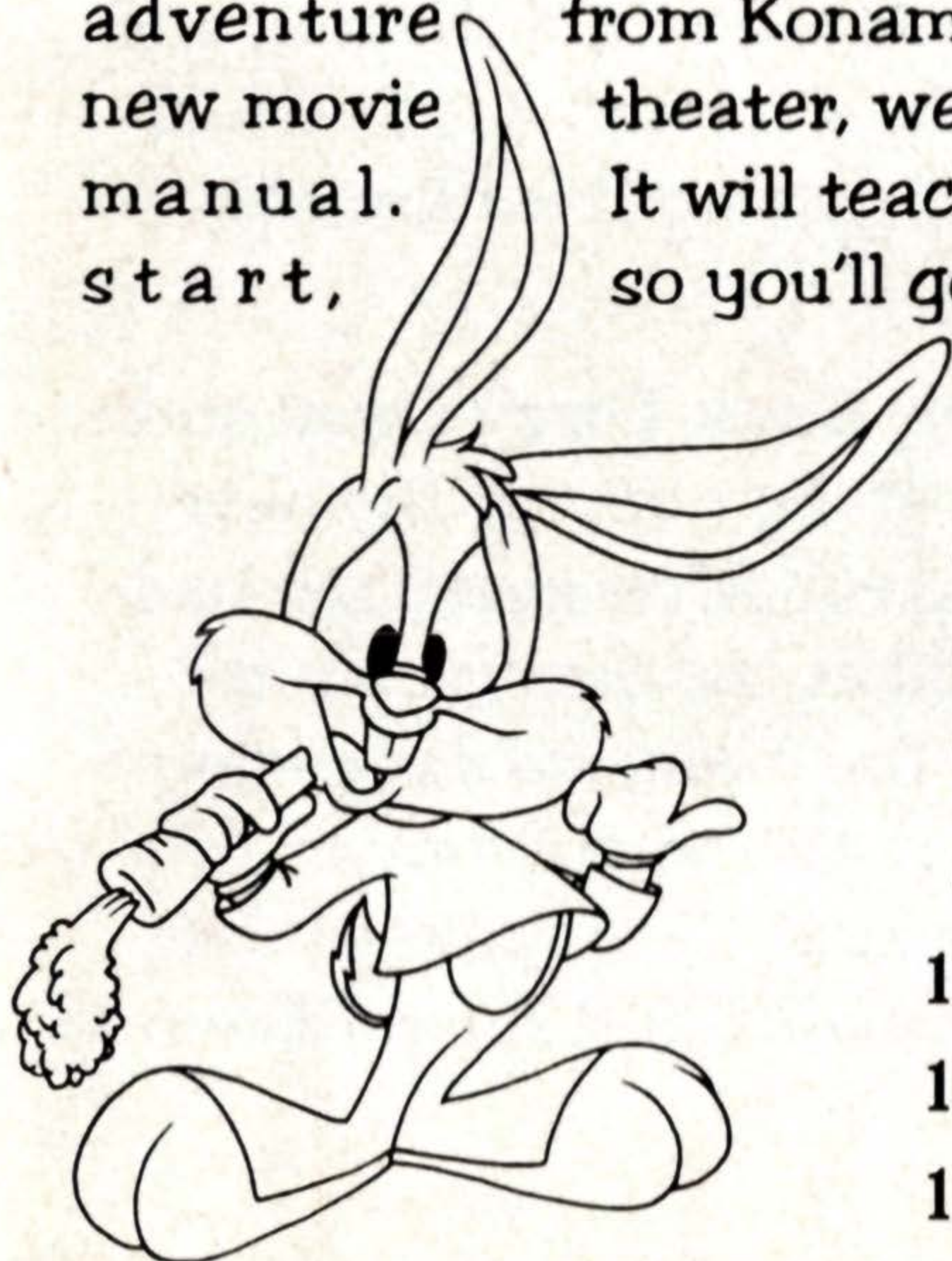


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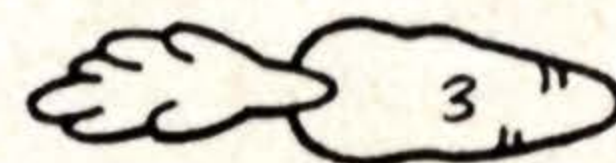
**Y**ou are welcome to join Buster Bunny, Montana Max and the rest of the Tiny Toon Adventures gang in this all-new Game Boy® adventure from Konami™. Before you get your ticket for Monty's new movie theater, we think it would be a cool idea to read this manual. It will teach you the features of the game before you start, so you'll get the most enjoyment from your game.



Montana's Movie Madness

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## Lights! Cameras! Bad acting!

**L**ocal citizen Montana Max has recently built a high-tech cinema with state-of-the-art lighting, projection booth, sound system and ultra-plush seating. It's everything a movie-goer could want in a theater, and less. You see, Montana Max has decided to only show movies in which *he* is the star! (As you can imagine, they're not getting "two thumbs up" from many critics.)

Buster Bunny, Babs Bunny (no relation), Plucky Duck, Dizzy Devil and the rest of the gang received free passes to opening night of the new cinema (unaware that Monty had sent the passes). After everyone had taken their seats—except Hamton, who was still at the candy counter—the lights went down and the projector lit up. The audience sat gazing at the big screen and munching popcorn with real artificial-butter flavored topping. Much to their shock (and disgust), they realized that Monty had cast himself as the hero in all his movies, and Buster Bunny as the bad guy.



Well, as you can imagine, Buster could not sit still for very much of this outrageous cinematography. He got his pal, Gogo Dodo, to let him cross over into the movies and try to change the stories.

The crowd roared their approval as Buster leapt into the screen. Could he change the endings and end up as the good guy once again?

That's where we are now. Buster is ready for action, and with your help, he has a better chance than ever to foil Montana's Movie Madness!



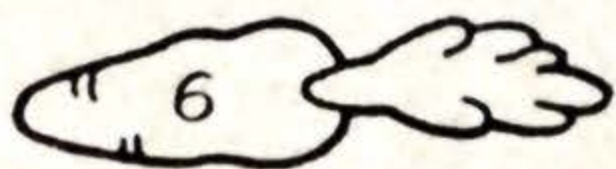


## How to begin

**I**nsert your game pak into the Game Boy and turn on the power. Wait until the Konami screen appears, then press the Start button to get to the title screen. On the title screen you will see the PRESS START flashing. Press the Start button and you are on your way!

There are four films that Monty will be showing: a wild western starring Cowboy Max; a samurai picture with Kabuki Max; a sci-fi flick with CyberMax; and a monster movie with Franken-Max. In each of these movies Buster will go through several horizontal and vertical scrolling stages and try to fight off Max's accomplices. In the climax of each feature film, Buster will meet the boss Max. You must guide Buster and defeat Monty in order to move on to the next flick.

In between films you will see a short demo screen as Max loads the next reel. You may even choose to play one of the fun sub-games!



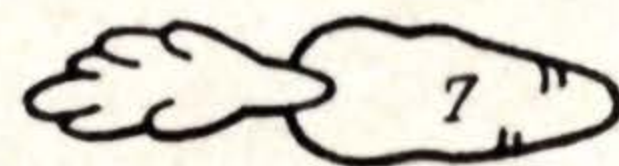


# The role of a lifetime!

**Y**ou are Buster Bunny! Can you defeat Montana Max and restore your good name? Can you handle the pulse-pounding pace of performance after performance? Can you overcome the fearful threats of maniacal Monty's menacing motion pictures? Can you read another awful and annoying attempt at alliteration?

We thought not. Anyway, your mission is to change the ending of each of Monty's movies. As Buster, you will start the game with a full life bar (shown as three hearts) and four lives. You will also have the option of using the Continue feature.

Each time you get hit by an enemy character your life bar will go down by one heart. When it runs down completely, Buster loses one life and restarts at the beginning of the current stage. If you fall off the screen at any time, you automatically lose that life. You can earn bonus lives and other power-up items throughout the game.



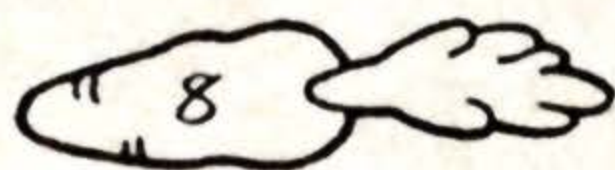


# Controlling the on-screen action

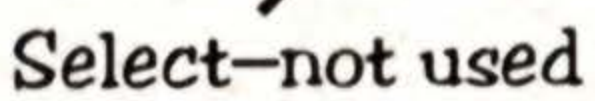
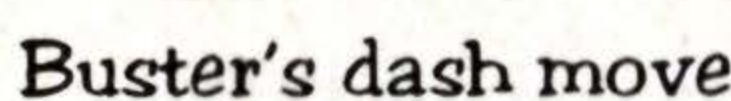
**D**uring the game you will use the control pad to move Buster. Press the B button to make him kick, and the A button to make him jump. By pressing the control pad left or right when you jump, you can make Buster jump left or right. This comes in handy when you want to jump over things, or onto enemies.

## Messages

At some points in the game you will receive messages. These may be from Monty, Gogo Dodo, or another character. Press and hold the B button to speed up the text. When a flashing arrow appears, you must press the B button again to continue the message.







START

## B button-kick





## Special dash move

You can make Buster run at top speed by pressing the control pad down and then left or right (↓ then ← or →). (You have to be stopped first to do this.) When you press down, you will see Buster pick up his foot and get ready to sprint. Quickly pressing left or right on the control pad sends him off in a cloud of dust.

## Super leap

Buster can make a really big jump when you press the A button while he is dashing. However, being the super athlete that he is, he doesn't have to have a lot of room to build up speed. Try to get him to do a standing super jump! It takes a little practice, but it's a great move. Press down to start the dash, then press the control pad up and left or right (↓ then ↖ or ↗) as you press the A (jump) button.

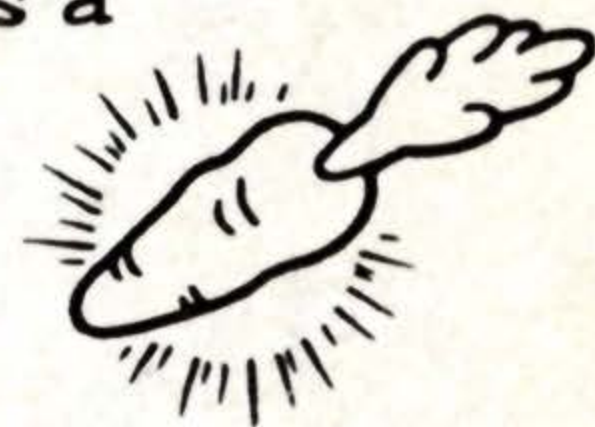
## Just for kicks

When you are in front of an enemy, press the B button to kick him. This either stuns or gets rid of the enemy. You can also kick during a jump.



## The plot thickens

**A**s you know, you must stop Montana Max from ruining Buster's reputation by defeating his henchmen and facing the Monty boss in each movie finalé. Collect a bunch (pun intended) of carrots and race against the clock for bigger stage completion bonuses. Don't fret yet, because you have a lot more friends than Monty does. (Okay, so having one friend would be more than Monty has. The point is, Buster has lots of friends.) Along the way you will run into Gogo Dodo. He has a special trick up his sleeve (or somewhere) to help you.



### Gogo's Bonus Wheel of Fun

Press the A or B button to advance the text. When you are done reading and the wheel starts spinning—you're right, it isn't really a wheel and it doesn't actually spin, but you get the idea—Gogo will tell you to press the A button. When you do, the flashing outline will slow down, then stop on one of the characters. You'll see a message which tells you about that friend's special bonus.



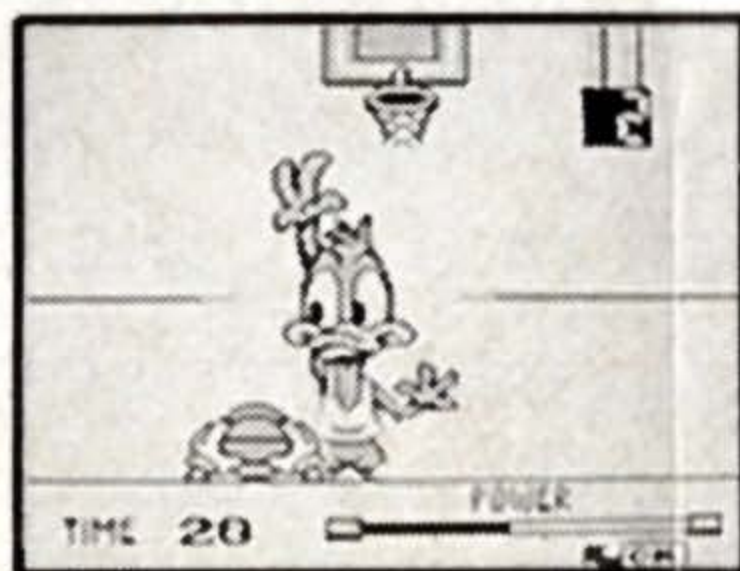
## More fun between flicks

**T**here are three sub-games because... because... well, because they are fun! You deserve a break between films, so why not play basketball, tug-of-war, or soccer?

Press up or down to highlight a game, then press the Start button. Bookworm will introduce each game and give you instructions.

### Basketball—Make 3 shots

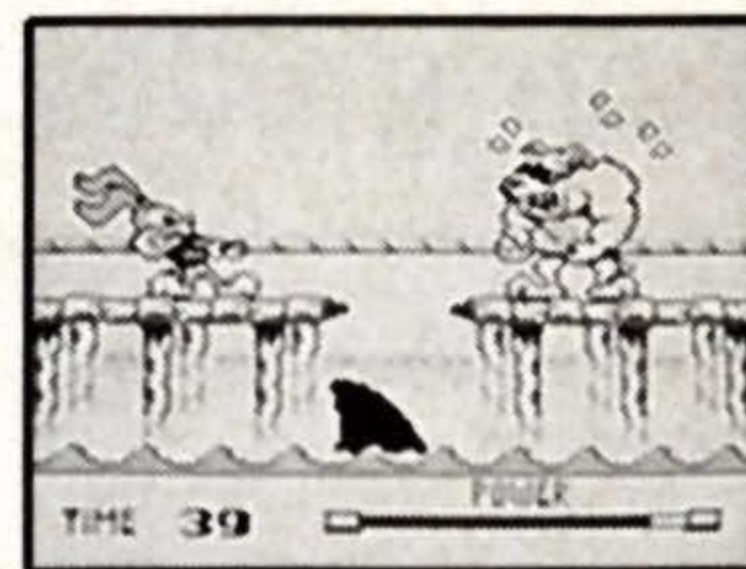
You have 30 seconds to make 3 baskets with Plucky Duck guarding you. Move the control pad left/right to aim and press the A button to shoot when the power meter passes "OK" (preferably when Plucky isn't blocking your shot).





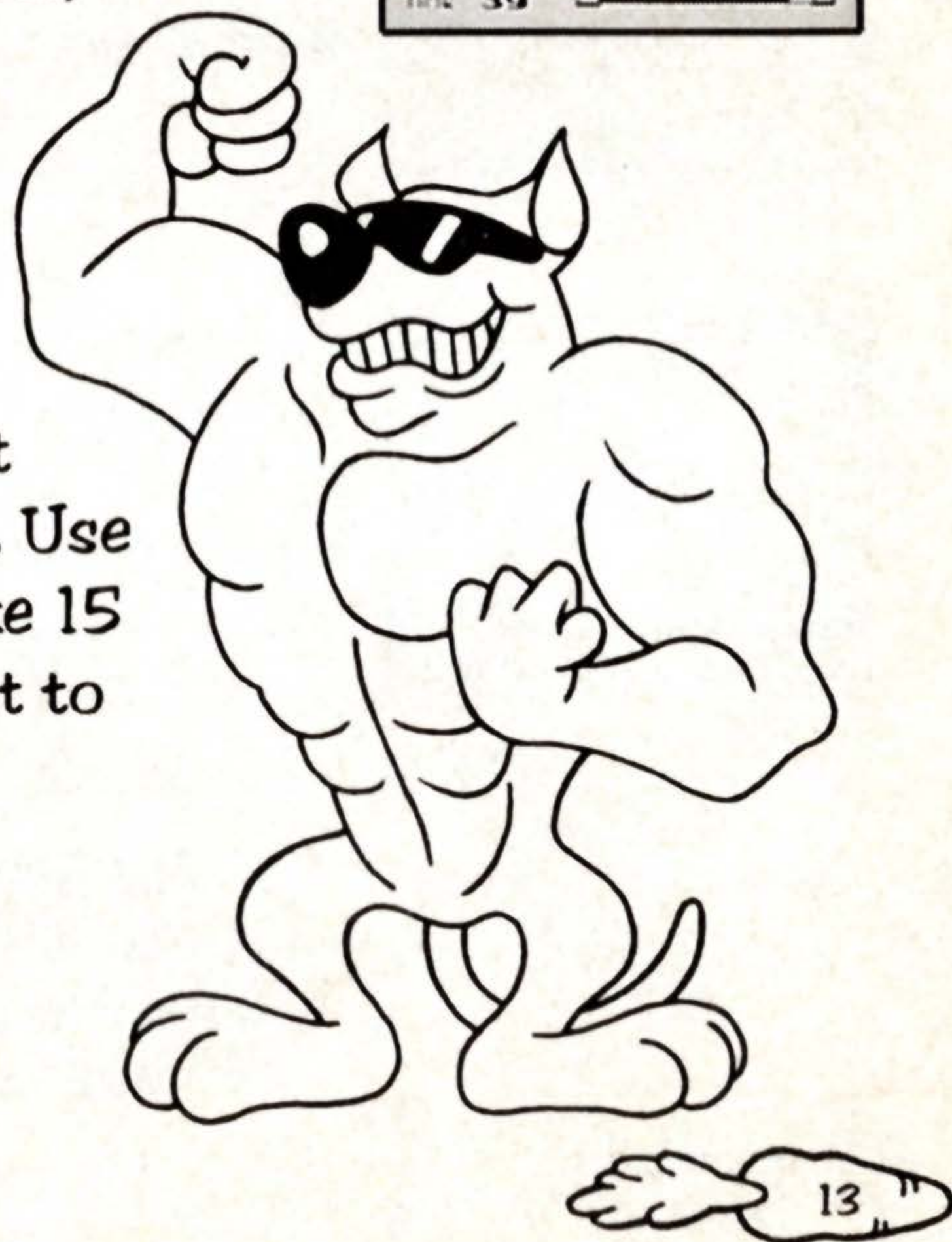
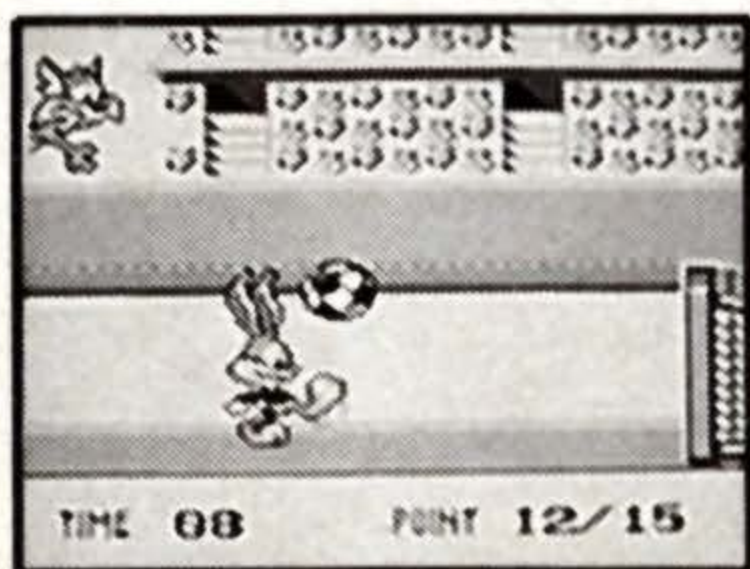
## Tug-of-war—Pull Arnold the Pit Bull into the water

Plant your feet and tug! Alternately press the A and B buttons really fast while pressing back (left) on the control pad. Press faster to build up your power. Press down to dig in and brace yourself!



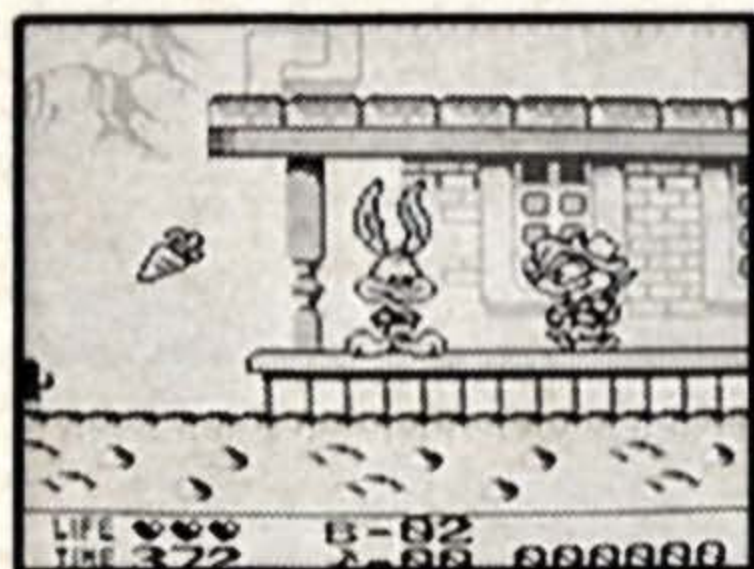
## Soccer—Make 15 goals

As Plucky drops the balls for you, you must press A or B to kick them down to the goal. Use left/right to move Buster. You have to make 15 goals before time runs out to earn the bonus.



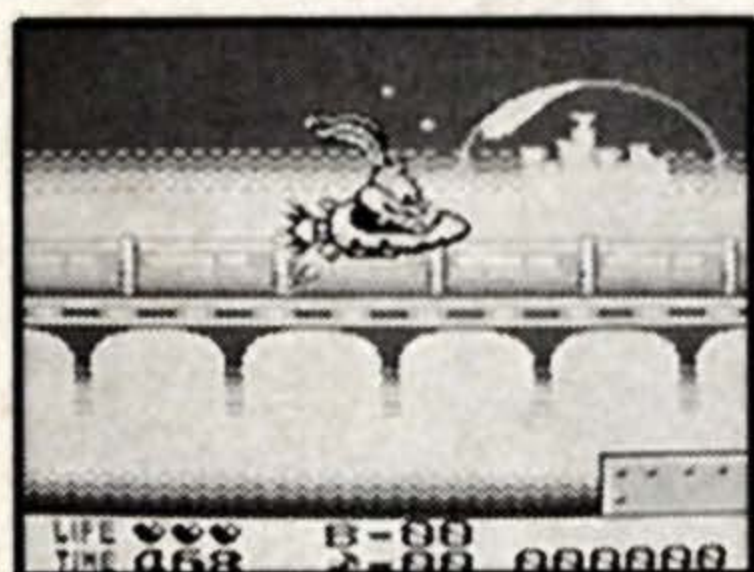
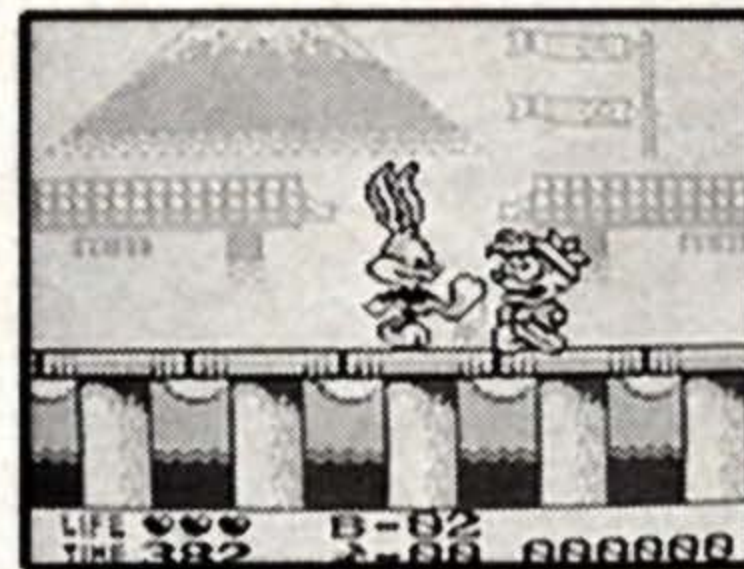


# Your guide to the movies



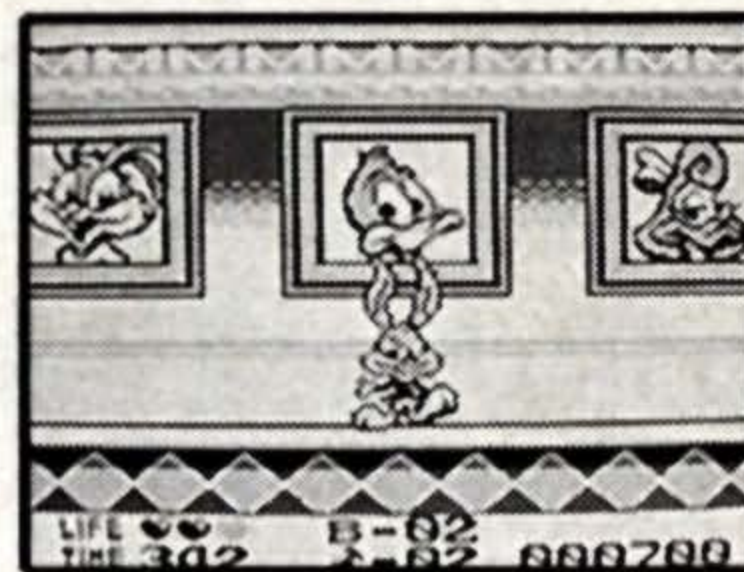
**Flick #1: Western**  
Cowboy Max battles  
Buster Bunny in the  
Wild West.

**Flick #2: Samurai**  
Kabuki Max tries to  
chop Buster's  
chops.



**Flick #3: Sci-fi**  
CyberMax is out to  
terminate Buster in  
a real movie-star  
war.

**Flick #4: Monster**  
Can Buster beat  
Franken-Max, the  
hideous monster?  
Ohh, scary!



**The Grand Finalé: ACME Studios**  
What action! This blockbuster ends  
with Buster and Monty in a climactic  
showdown. It's "reel" exciting!



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