



XBOX 360

XBOX
LIVE



⚠ WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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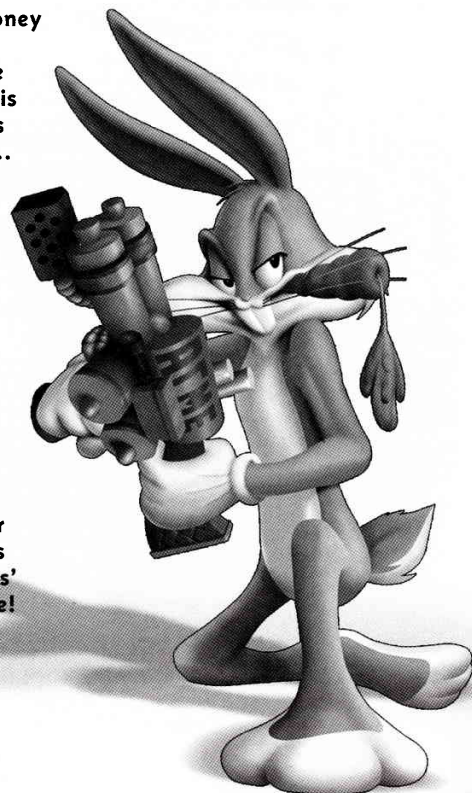
THE GAME

The Evil Mad Scientist — Dr. Frankenbeans — is fed up with the *LOONEY TUNES* and plans to get rid of them once and for all. Using his homemade time machine, he's sending eraser Robots back through time to wipe out the Looney Tunes' ancestors! If Dr. Frankenbeans and his minions succeed, the Looney Tunes will be erased from history!

To save their ancestors and themselves, the Looney Tunes must break into Dr. Frankenbeans' castle and steal the plans to his time machine, known as the Chronoreversolator...

It's up to you to stop Dr. Frankenbeans! Take control of the Looney Tunes and their zany arsenal of ACME weapons to complete your first task: steal the plans to the Chronoreversolator!

Then get ready for a whack-tastic robot-bash as you chase Dr. Frankenbeans' eraser Robots through the ages to save the Looney Tunes' past, present and future!

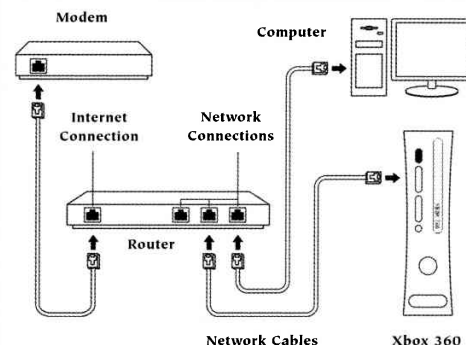


XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360™ console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live



FAMILY SETTINGS

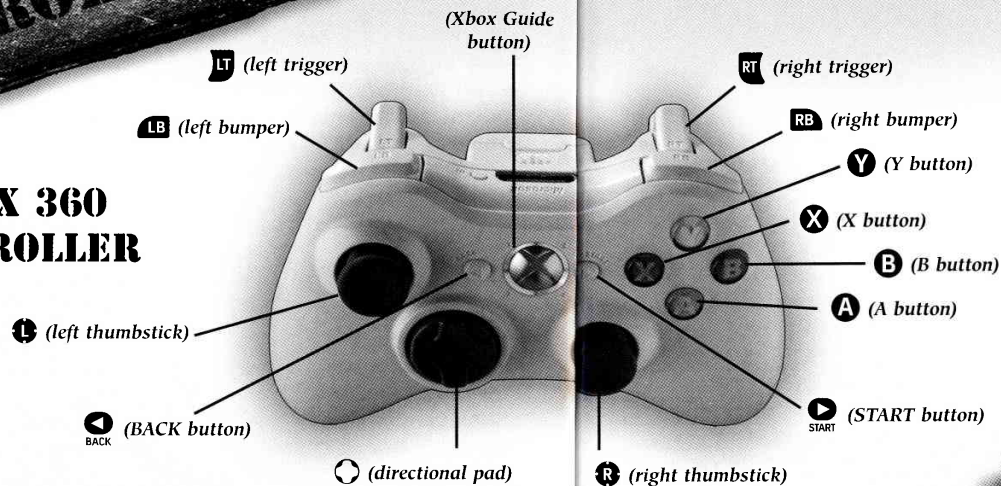
These easy and flexible tools enable parents and caregivers to decide which games young gameplayers can access based on the content rating. For more information, go to www.xbox.com/familysettings

USING THE XBOX 360 CONSOLE

1. Set up your Xbox 360 video game system by following the instructions in the Xbox 360 Instruction Manual.
2. Press the power button and the Ring of Light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *LOONEY TUNES: ACME ARSENAL™* disc on the disc tray and close the disc tray.
5. Follow all on-screen instructions and refer to this manual for more information about playing the game.

GAME CONTROLS

XBOX 360 CONTROLLER

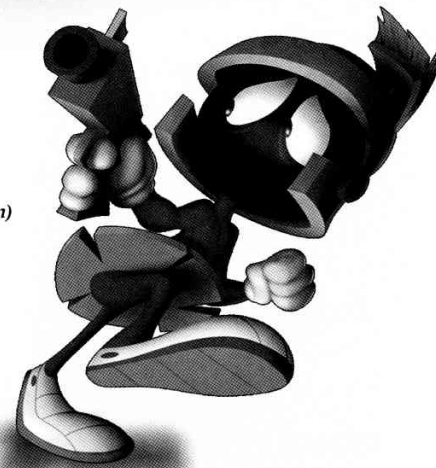


CHARACTER CONTROLS

COMMAND	ACTION	DESCRIPTION
L	Directional walk/run.	Push lightly to walk and harder to run.
A	Jump.	Jump through the air.
A, A	Double jump.	Jump for a longer time and distance.
A, A, B (in air)	Hover.	Cover more distance than with a double jump.
Y	Activate/Interact.	Press while over an interactive object to activate it.
R	Move camera.	Move the camera to the angle you want.
LT	Center camera.	Center the camera behind your character.
LB	Swap 'Tunes.	Play with your other character.

MELEE COMBAT

COMMAND	ACTION	DESCRIPTION
X	Frontal Attack.	Standard strike inflicts normal amount of damage.
X (in air)	Jumping Frontal Attack.	Initiate a Frontal Attack while jumping.
B	Spin Attack.	Defensive whirl strikes and knocks back enemies in the immediate area.
Y	Up Attack.	More powerful strike with a longer range and increased power.
Y (held)	Heavy Up Attack.	Enhanced version of the Up Attack resulting in a Heavy Power Slam.
Y (in air)	Slamdown Attack.	Strike to the ground beginning from a Jump or an Up Attack.



MELEE COMBOS

COMMAND	ACTION	DESCRIPTION
X, X, X	Dizzy Robots.	Simplest combo makes the enemy dizzy.
X, X, X, B	Spin Finish.	Easiest finishing move defeats the enemy instantly and releases collectible Illudium.
X, X, X, Y	Uppercut Finish.	More complicated finisher defeats the enemy and knocks him into other enemies, making them dizzy.
X, X, X, A, Y	Slamdown Finish.	The most powerful combo both defeats the enemy and causes a shockwave, destroying all other enemies in the area.

RANGED COMBAT

COMMAND	ACTION	DESCRIPTION
LT (held)	Strafe.	Draw your ACME Ranged Weapon and lock-on your target.
RT	Fire.	Draw and fire your ACME Ranged Weapon.

VEHICLE CONTROLS

COMMAND	ACTION	DESCRIPTION
LT	Accelerate.	Drive forward.
L	Steer.	Drive in the direction you press the thumbstick.
A	Jump.	Jump the vehicle through the air.
RT	Fire/Shoot.	Draw and fire your weapon.
B	Hand Brake.	Brake your vehicle.

MENUS

MAIN MENU

STORY

Start your quest to defeat the Evil Mad Scientist and save the 'Tunes! Select your level of difficulty. Play solo or with a friend for two-player co-op mayhem.

Note: You will be prompted to save at the end of every level.

BATTLE

Take on your friends in this zany, multi-player Looney Arena Battle Mode.

OPTIONS

Make the game your personal cartoon! Adjust various game settings here. (See page 8 for more information.)

XBOX LIVE

Set up and begin your two-player co-op adventure on Xbox LIVE.

Note: Gameplay mechanics for two-player co-op on Xbox LIVE are the same as those in two-player co-op Story Mode.

TUTORIAL

Take this tutorial to help you learn how to control the 'Tunes, command the weapons and conquer the baddies.

CHEATS

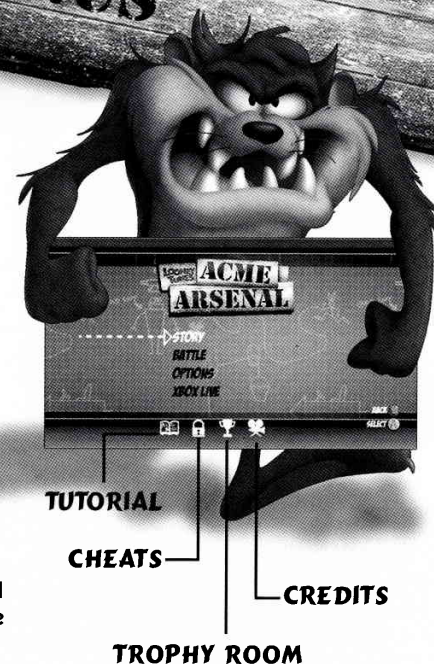
Enter **LOONEY TUNES: ACME ARSENAL** cheat codes to unlock invincibility, unlimited ammo and more!

TROPHY ROOM

Admire and gloat over your collection of rare ACME Statues.

CREDITS

Meet the real-life 'Tunes who went Looney making this game!





AUDIO

APPEARANCE

GAMEPLAY

OPTIONS MENU

AUDIO

Adjust the volume of those crazy noises (music, sound effects and voices) coming out of your television.

GAMEPLAY

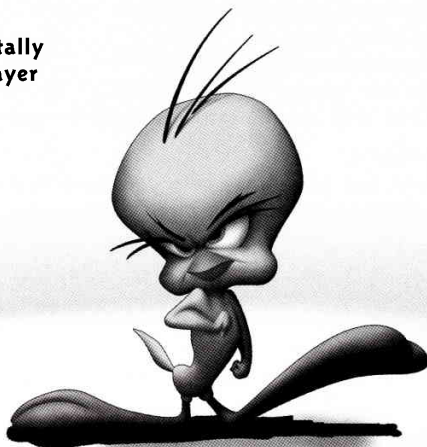
You decide how to play! Invert the controls and turn on Friendly Fire.

APPEARANCE

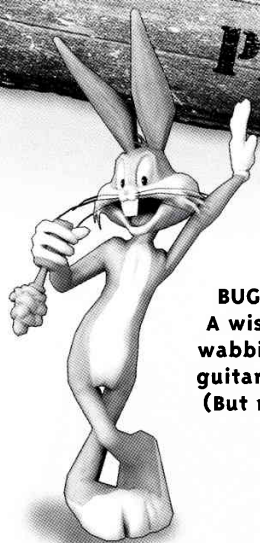
Split the screen horizontally or vertically for two-player co-op gameplay.

SAVING YOUR GAME

You can save the game after each level you complete.



PLAYABLE 'TUNES



BUGS BUNNY

A wisecracking, wascally wabbit who plays banjo, guitar and double-bass. (But not at the same time.)

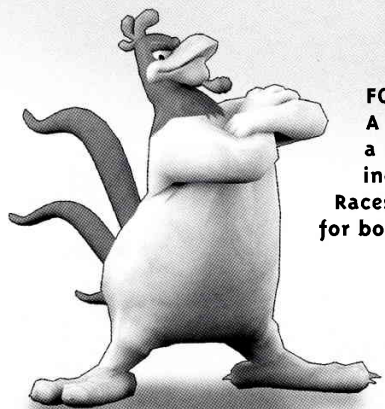
DAFFY DUCK

A courageous mallard with a mallet used for flattening his critics, and the true hero of this game... according to him.



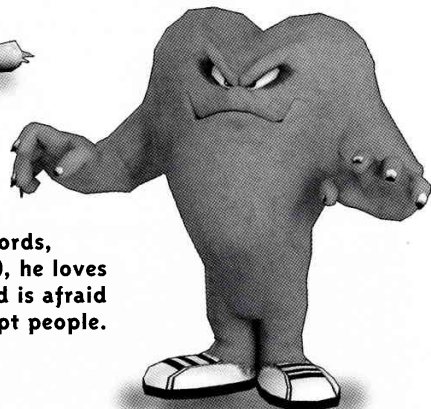
MARVIN THE MARTIAN

An out-of-this-world alien with a penchant for glowing green laser swords (and blowing up Earth with a Q-36 space modulator – too bad he can't find one).



FOGHORN LEGHORN

A rambunctious rooster with a haymaker right hook! Hobbies include singing about Camptown Races, finding worms and posing for bodybuilding competitions.



GOSSAMER

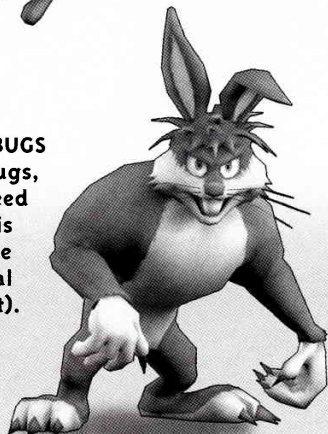
A big, furry, red monster created by the Evil Mad Scientist, Dr Frankenbeans.

A monster of few words, (including "Eeek!"), he loves spider goulash and is afraid of nothing...except people.



TAZ

A Tasmanian Devil with jaws, claws, and an appetite for... well, everything.



BIG FURRY GREEN BUGS

Also known as BFG Bugs, this Hyde Bugs doesn't need weapons to beat his enemies (but still has the ACME Arsenal at his disposal for the heck of it).

ANCESTORS



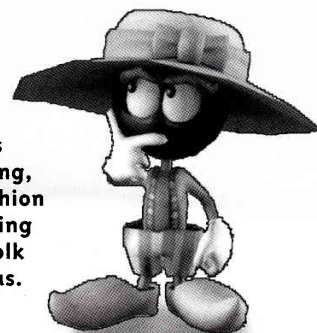
PHARAOH BUGS

Bugs Bunny's ancestor rules all of Ancient Egypt (except maybe the parts that are ruled by somebody else).



KING DAFFY

Daffy's ancestor is the King of Camelot. He dances a mean soft-shoe shuffle with his singing sword; his one and only pastime is admiring statues of himself.

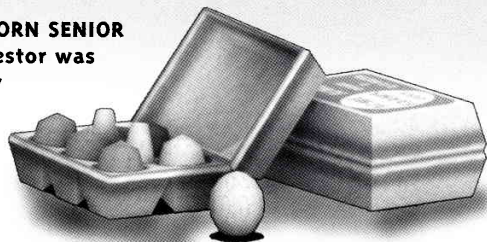


MERVIN THE MARTIAN

Marvin's long-lost clone-father has interests in cloning, improving his fashion sense and wondering why all the women-folk left Mars for Venus.

COLONEL FOGHORN EGGHORN SENIOR

Foghorn Leghorn's ancestor was captured behind enemy lines in the Great Chicken and Egg War, but his memories of it are a little scrambled.



THE OLD DEVIL

Taz's caveman-days ancestor has numerous hobbies including eating everything, causing stampedes, and eating the stampedes he's caused.



GRANDPAPPY SAMMY

Yosemite Sam's long-lost kin was jailed for train rustling. His hobbies include hollering at "dad-gum consarned blum-ding varmints" and weaving "dad-gum it" into every conversation he has.



ACME COLLECTIBLES



ACME HEALTH TONIC

Drinking this orange potion as you play restores your health (but not your waistline). Look at the orange Health Meter in the upper left corner of your screen to check your current health.

ACME ILLUDIUM Q-37

Collecting these neon green tubes increases your melee weapon power. Look at the green Illudium Meter in the upper left corner of your screen to see how much Illudium you've collected.



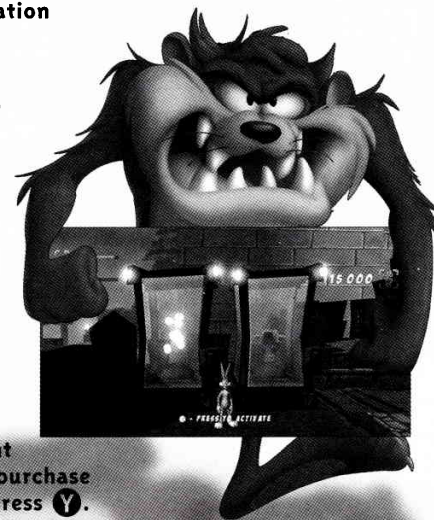
ACME RANGED WEAPONS

You can carry one ACME Ranged Weapon at a time. Look in the lower left corner of your screen to see how much ammunition you have left in your current Weapon. (See page 14 for more information on ACME Ranged Weapons.)

ACME COINS

Collect the gold and silver coins to purchase ACME Ranged Weapons, Illudium and Unlockable skins from Vending Machines scattered throughout the game. Look in the upper right corner to see how many coins you've collected.

Note: When you find a Vending Machine, the cost of the collectible inside appears in the upper right corner of the screen. To purchase the collectible, press **Y**.



ACME STATUES

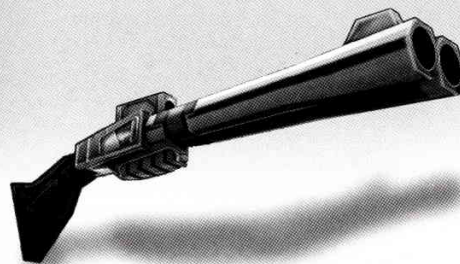
There are only six of these hard-to-find figurines. Good luck in your search!

ACME ARSENAL

Your ACME Arsenal consists of your whack-and-smash melee combat and a collection of pick-up-and-play ACME Ranged Weapons.

You can find ACME Ranged Weapons in three places:

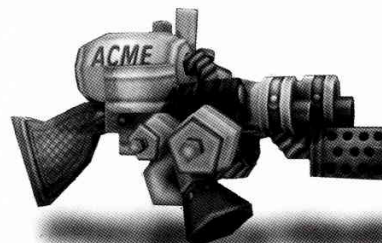
- 🌀 **SCATTERED AROUND A LEVEL**
Stand near the Weapon and press **Y** to pick it up.
- 🌀 **IN VENDING MACHINES**
Press **Y** to purchase the Weapon.
- 🌀 **IN YOUR ENEMIES' POSSESSION**
Defeat the enemy to steal his Weapon. Once you've destroyed him and freed the Weapon, stand next to the Weapon and press **Y** to pick it up.



ACME SHOTGUN
Duck Season...Wabbit Season...ROBOT SEASON!!!



ACME BOXING GLOVE
Give some Robots ACME boxing lessons!



**ACME MARSHMALLOW
TOASTER**
Yum, ACME toasty-delicious.



ACME TRIPLE-SHOT
This beast fires three bullets at once! Count 'em!



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Special Thanks
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Our partners and cats
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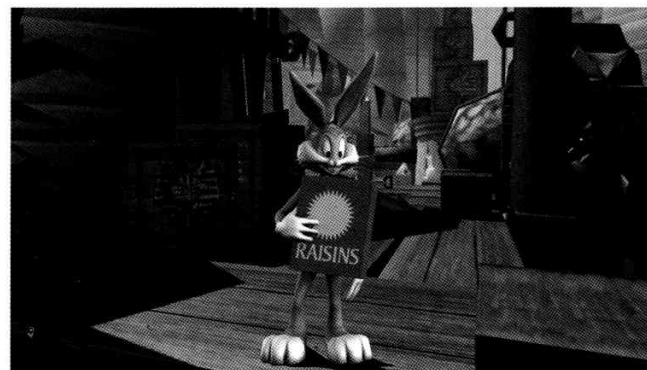
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Dana Young

*And a Very Special Dedication
to Chuck Jones and Mel Blanc*



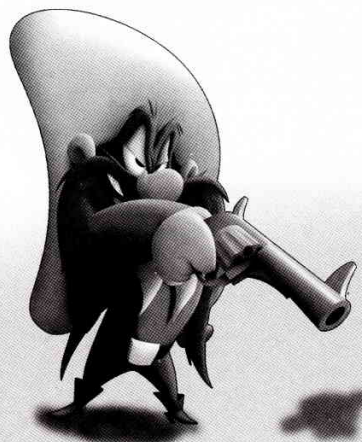
Just ask Bugs...



...sometimes carrots aren't enough.



Please visit us at www.sunmaid.com



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WB Games Customer Support
10720 Suite #2 Gilroy Road
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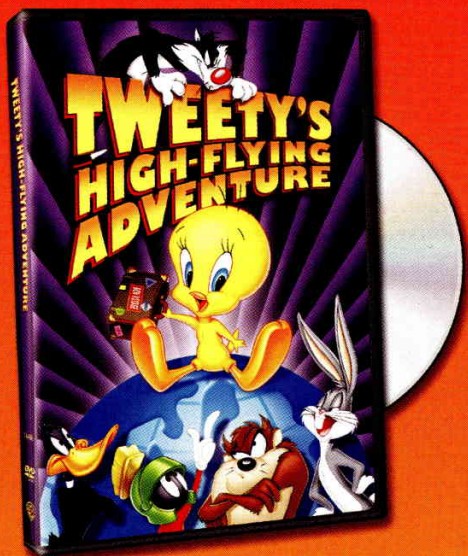
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