

Nintendo

GAME BOY[®] color

DMG-ALTE-USA

LOONEY TUNES[™]



SUNSOFT[®]



INSTRUCTION
BOOKLET

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EVERYONE
MILD ANIMATED VIOLENCE

SUNSOFT®

LICENSED BY



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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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GAME OVERVIEW

Looney Tunes for Game Boy Color contains 7 action-packed levels. Your task is 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 Color 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 will find all of your favorite characters. There's a little bit of everything in Looney Tunes for Game Boy Color. It's like having 7 different games in 1!



GAME PLAY DIRECTIONS

CONTROL PAD

Left or Right: Moves character left or right

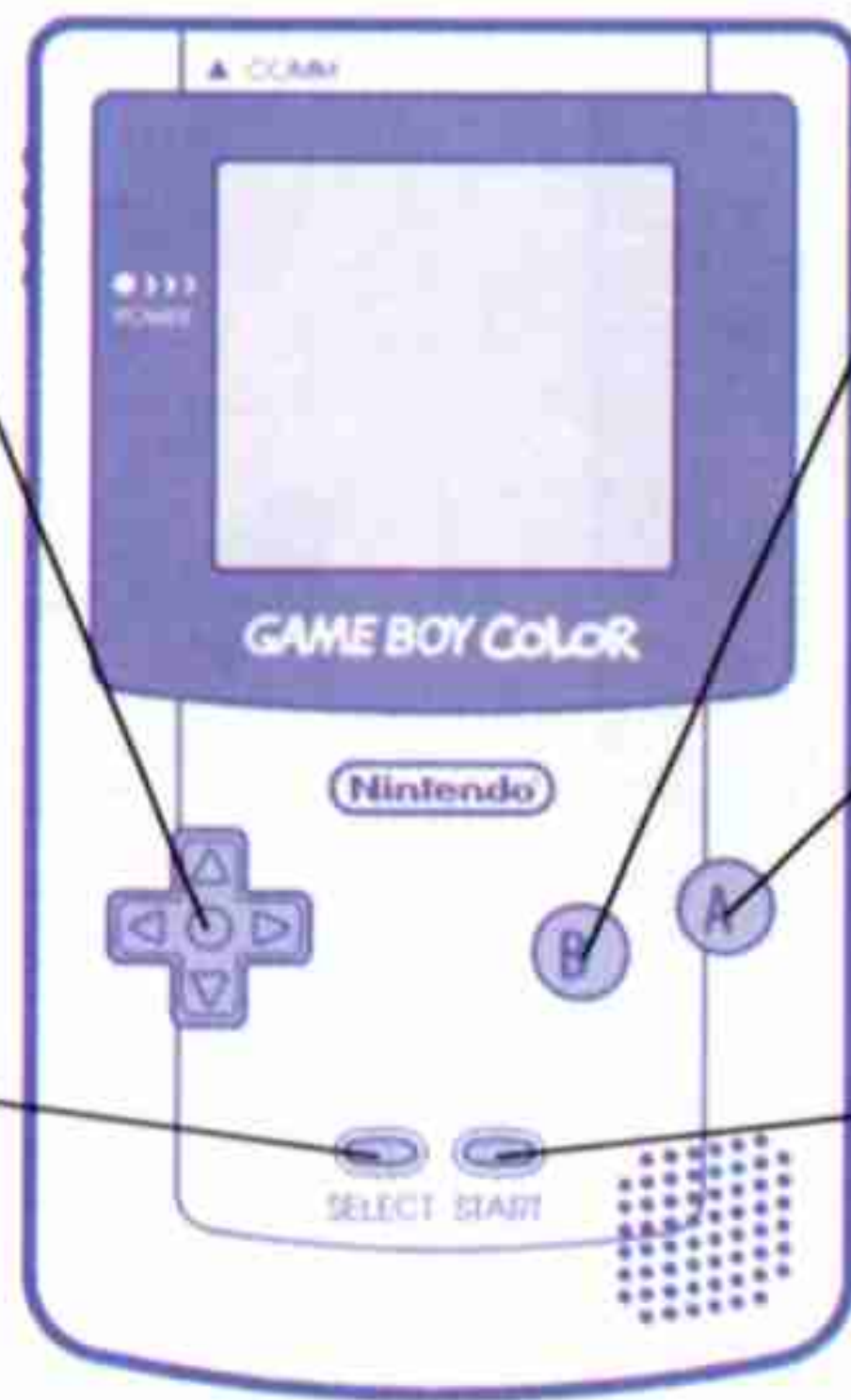
Down: Duck

Up: Used in flying stage only

SELECT

– 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

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

GAME BOY COLOR

HOW TO START THE GAME



Insert the Looney Tunes Game Pak into the Game Boy Color 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

Number
of Lives
Remaining

Time Remaining
to Complete the
Level

Feature
Character

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 points. 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 select "Continue" once the game play has ended. If you would like to stop playing, select "End".



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 POWERUP
Earn 1 Health point



1 Up – Earn 1 Extra Life

SCORING

Your score is determined by how many points you earn during the course of game play. Points are earned by destroying enemies, collecting crystals and having time remaining on the clock. Obviously, the more difficult an enemy is to destroy, the more points you 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. Your objective is to empty this meter by attacking the Boss before your own health meter runs out. 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 must hunt through land and sea to find the buried treasure. Along the way, he fights 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 wriggle 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 flies a pursuit aircraft against fiendish enemies. To attack these pesky enemies, press the “B Button” to release star bombs. Careful, though, you’ll need to avoid enemy attack at all times. Be on the lookout for exploding air bombs!



LEVEL 4 BONUS LEVEL

“Time for a Snack”

Starring: Tasmanian Devil

You have only 60 seconds to collect as many “Taz Treats” 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". Press the "B Button" to hear the familiar "Beep! Beep!"





LEVEL 7

“Hare Beware”

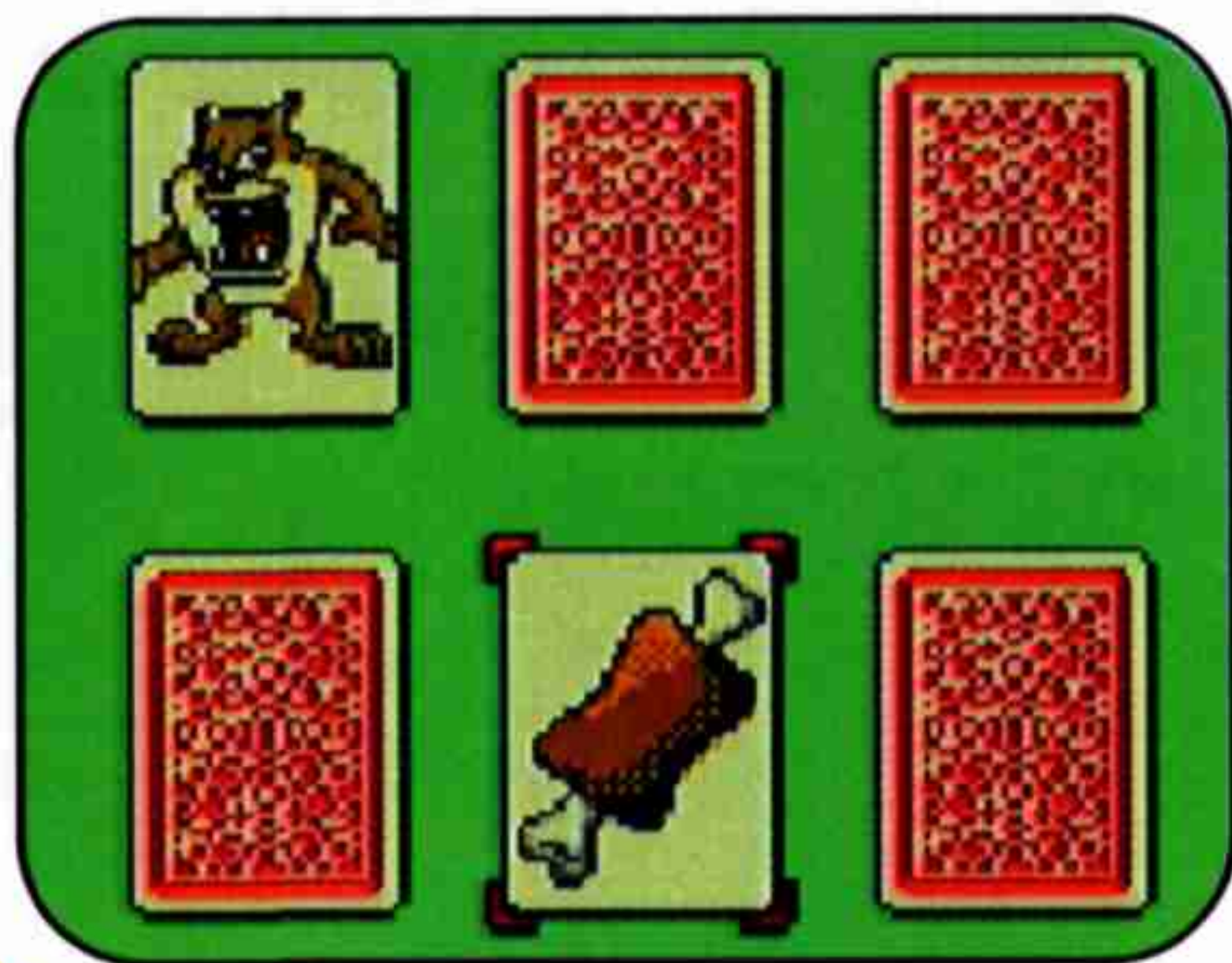
Starring: Bugs Bunny

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



MINI GAMES

As you complete each gripping level you can try your hand at the mini games. Control and strategy in these bonus stages is simple and you can quickly notch up your score without fear of losing a life. But beware, one mistake will lead to the end of the stage.



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