



EVERYONE 10+
TM
E
10+
CONTENT RATED BY
ESRB



⚠️ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

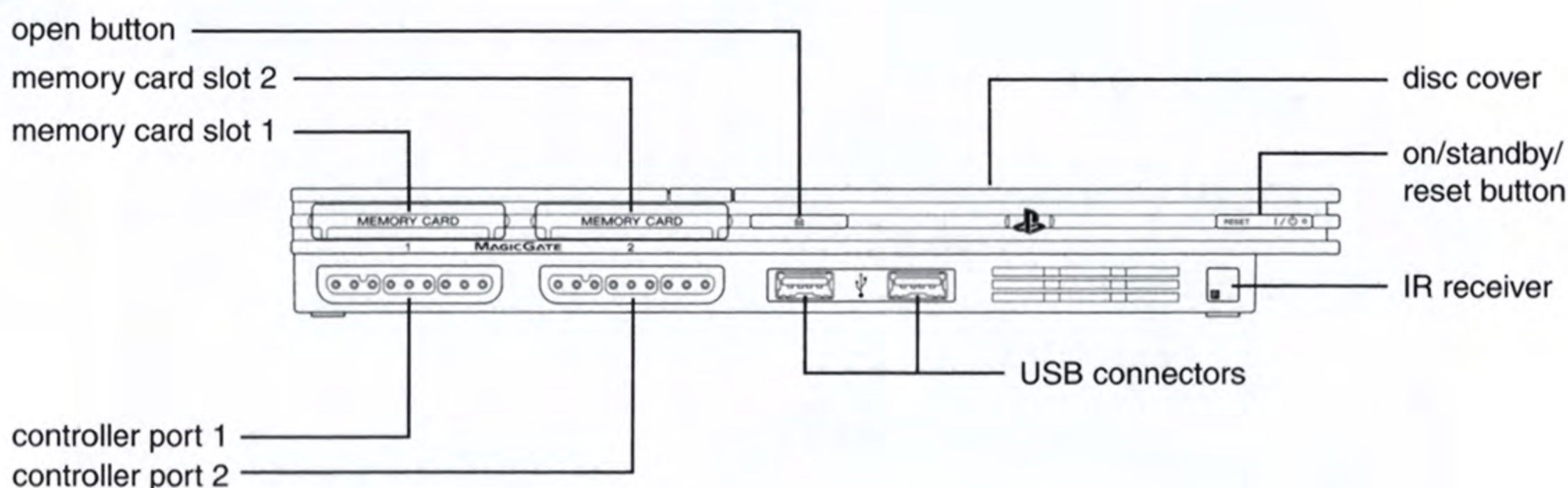
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *LOONEY TUNES: ACME ARSENAL™* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

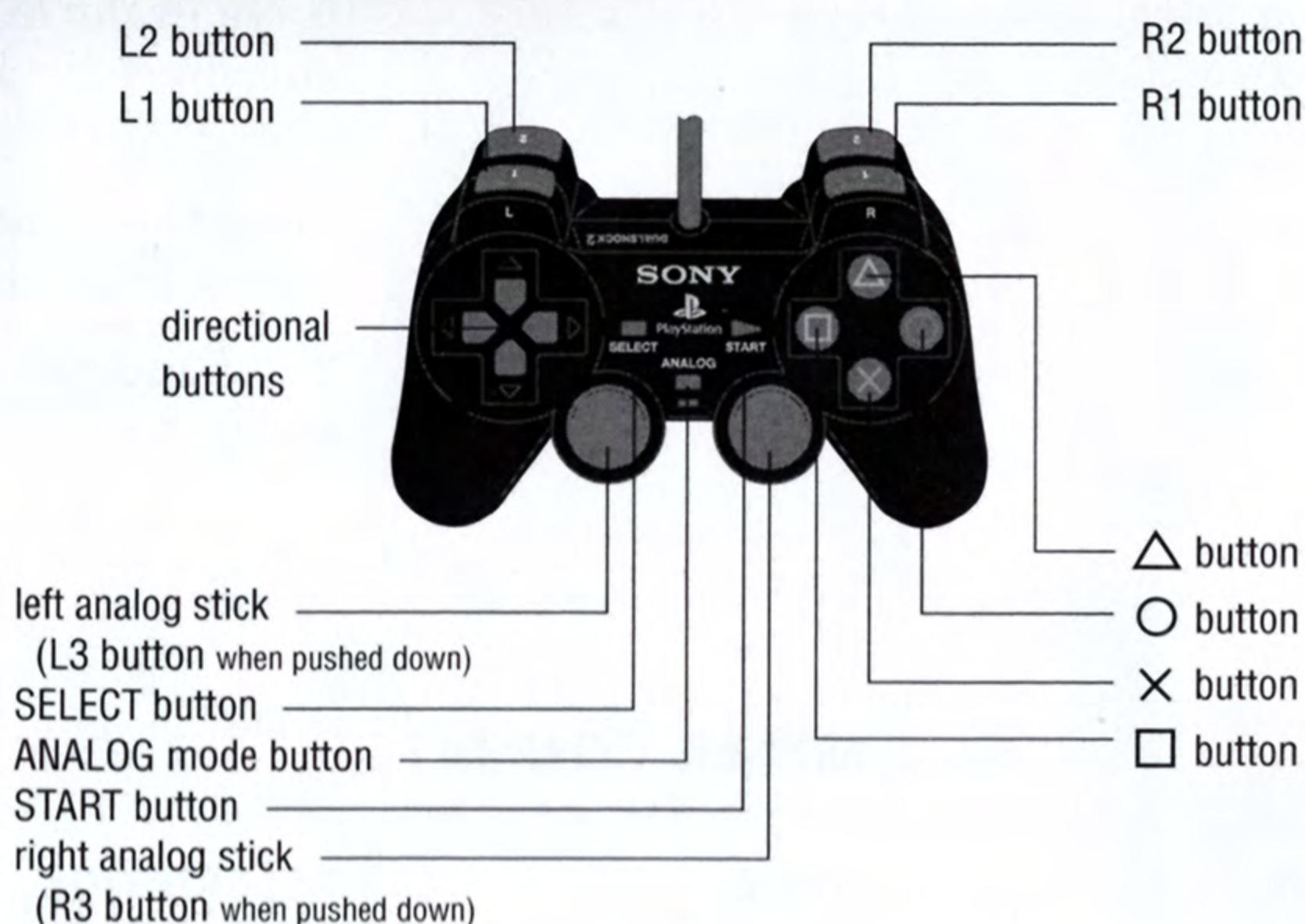
MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1. You can turn controller vibration on/off from the Options Menu.

CHARACTER CONTROLS

COMMAND	ACTION	DESCRIPTION
left analog stick	Directional walk/run.	Push lightly to walk; push all the way to run.
× button	Jump.	Jump through the air.
×, × buttons	Double jump.	Jump for a longer time and distance.
×, ○ buttons (in air)	Hover.	Cover more distance than with a double jump.
△ button	Activate/Interact.	Press while over an interactive object to activate it.
right analog stick	Move camera.	Move camera angle.
L2 button	Center camera.	Center camera behind your character.
L1 button	Swap 'Tunes.	Play with your other character.

VEHICLE CONTROLS

COMMAND	ACTION	DESCRIPTION
L2 button	Accelerate.	Drive forward.
left analog stick	Steer.	Drive in the direction you press the left analog stick.
X button	Jump.	Jump the vehicle through the air.
R2 button	Fire/Shoot.	Draw and fire your weapon.

MELEE COMBAT

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

MELEE COMBOS

COMMAND	ACTION	DESCRIPTION
□, □, □ buttons	Dizzy Robots.	Simplest combo makes the enemy dizzy.
□, □, □, ○ buttons	Spin Finish.	Easiest finishing move defeats the enemy instantly and releases collectible Illudium.
□, □, □, △ buttons	Uppercut Finish.	More complicated finisher defeats the enemy and knocks him into other enemies, making them dizzy.
□, □, □, ×, △ buttons	Slamdown Finish.	Most powerful combo both defeats the enemy and causes a shockwave, destroying all other enemies in the area.

RANGED COMBAT

COMMAND	ACTION	DESCRIPTION
L2 button (held)	Strafe.	Draw your ACME Ranged Weapon and lock-on your target.
R2 button	Fire.	Draw and fire your ACME Ranged Weapon.



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!



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.

TUTORIAL

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

OPTIONS

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

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!





OPTIONS MENU

INPUT

You decide how to play! Invert the controls and turn controller vibration on/off.

AUDIO

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

MULTI

Split the screen horizontally or vertically and turn Friendly Fire on/off.

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.)



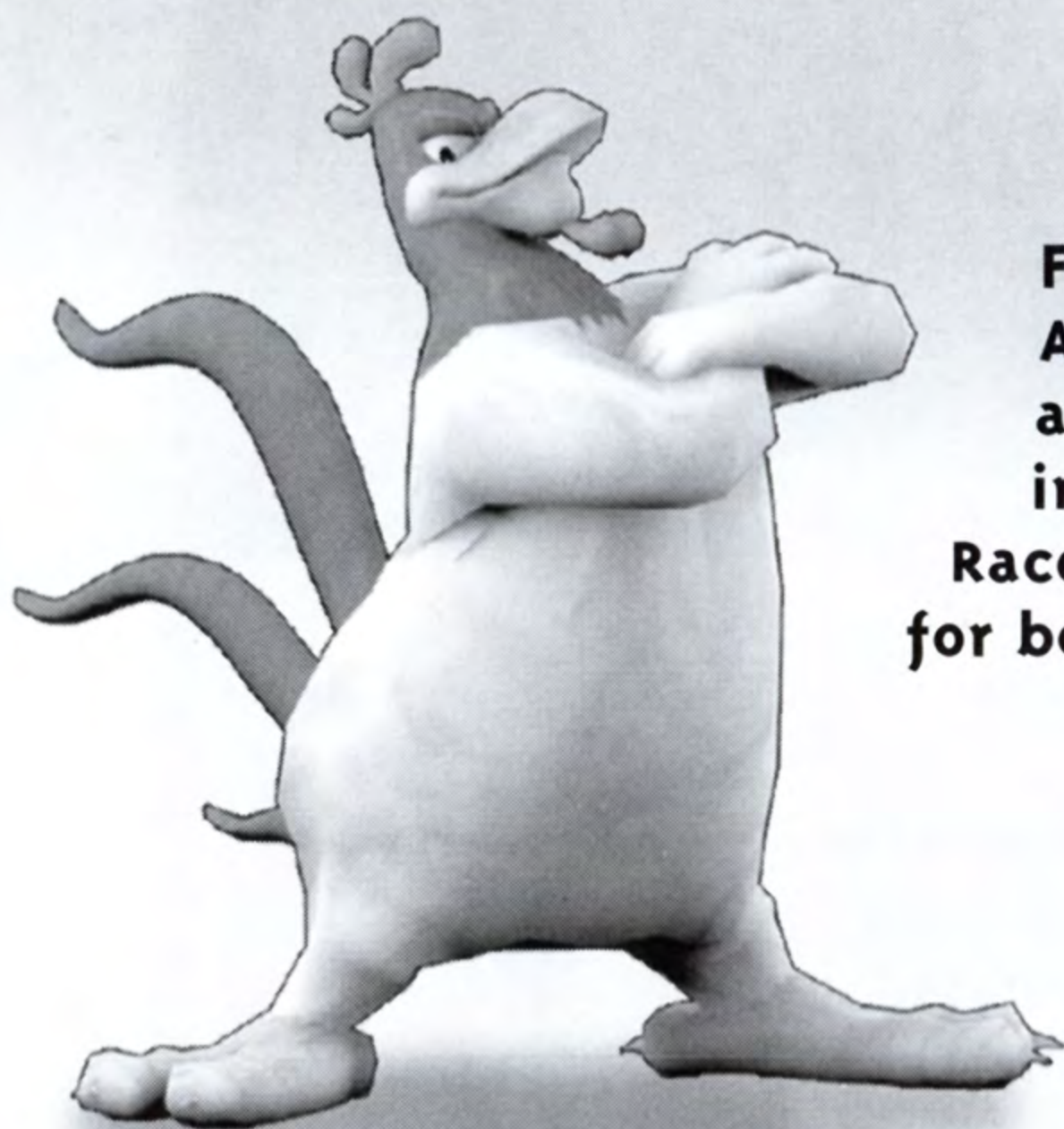
DAFFY DUCK

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



MARVIN THE MARTIAN

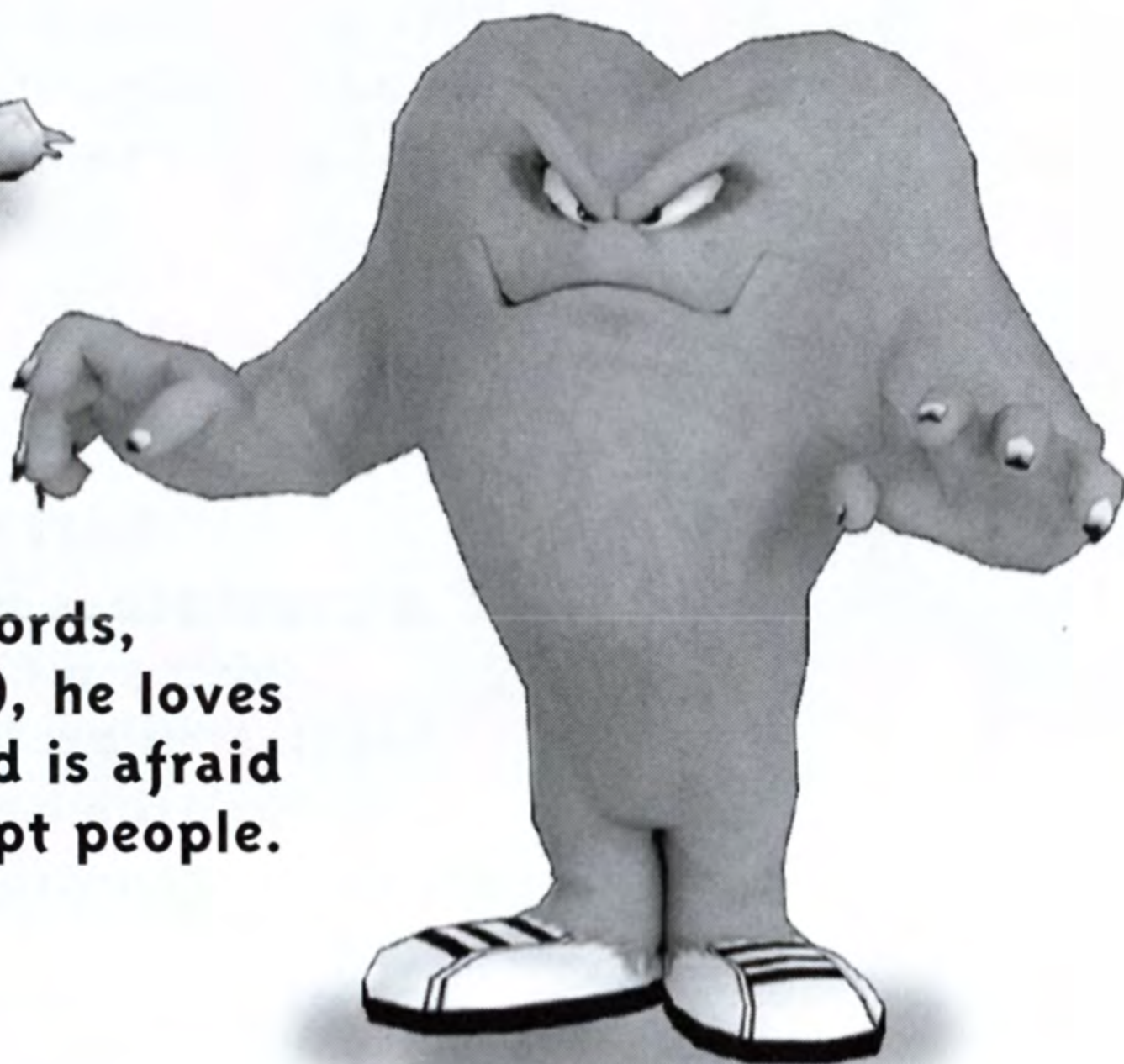
An out-of-this-world alien with a penchant for glowing green laser swords (and blowing up Earth with a Q-36 space modulator — too bad he can't find one).



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

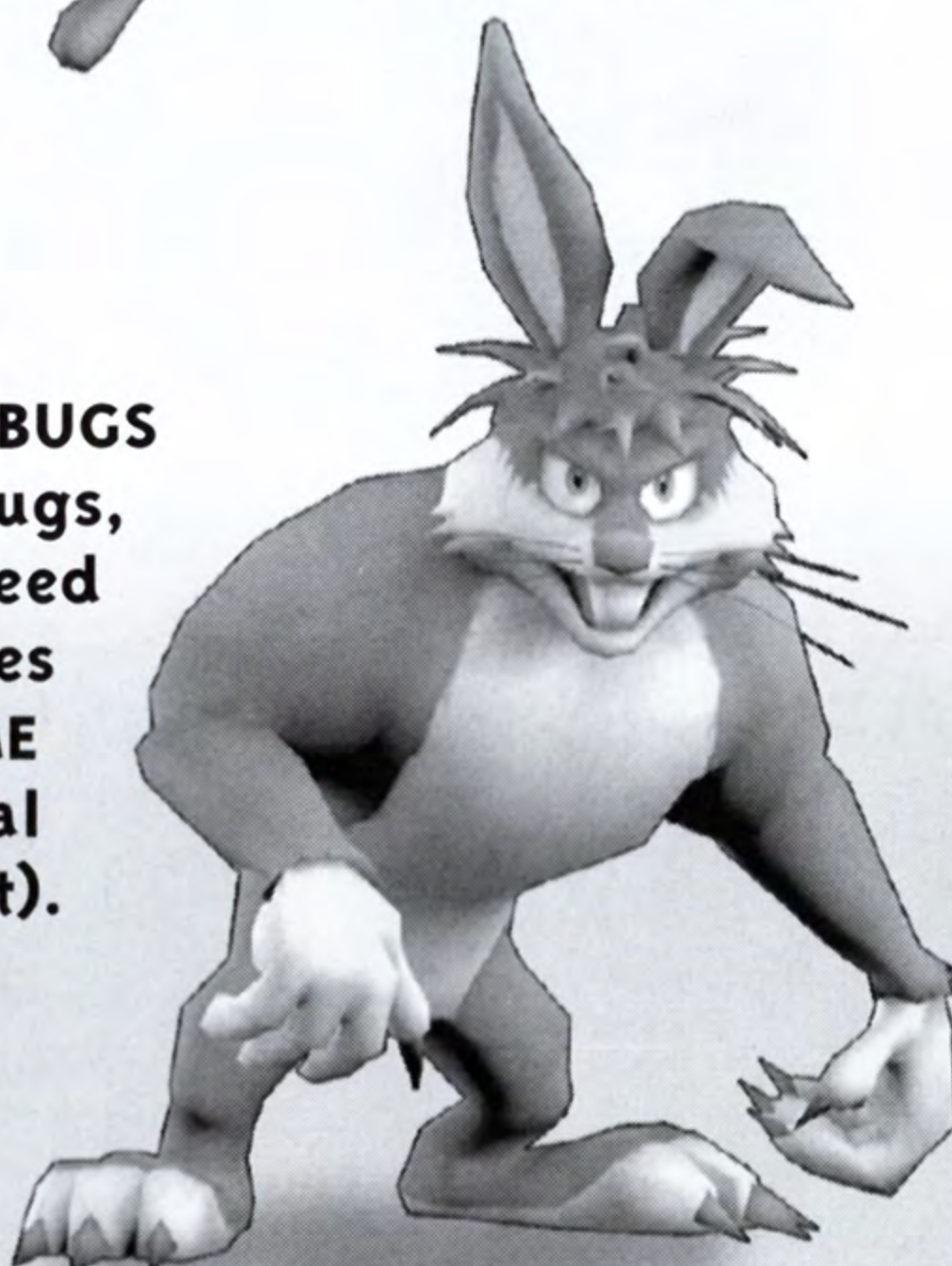
GOSSAMER
A big, furry, red monster created by the Evil Mad Scientist, Dr Frankenbeans.

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).

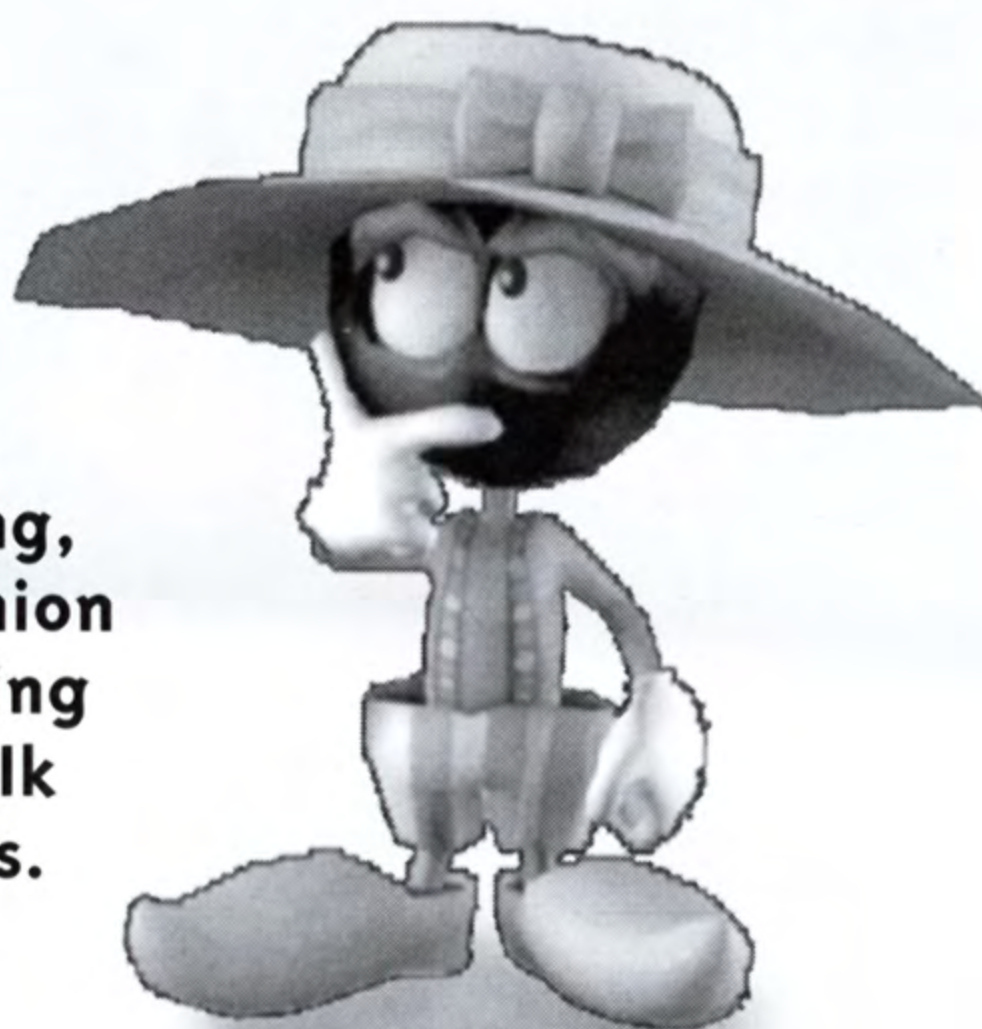


KING DAFFY

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.

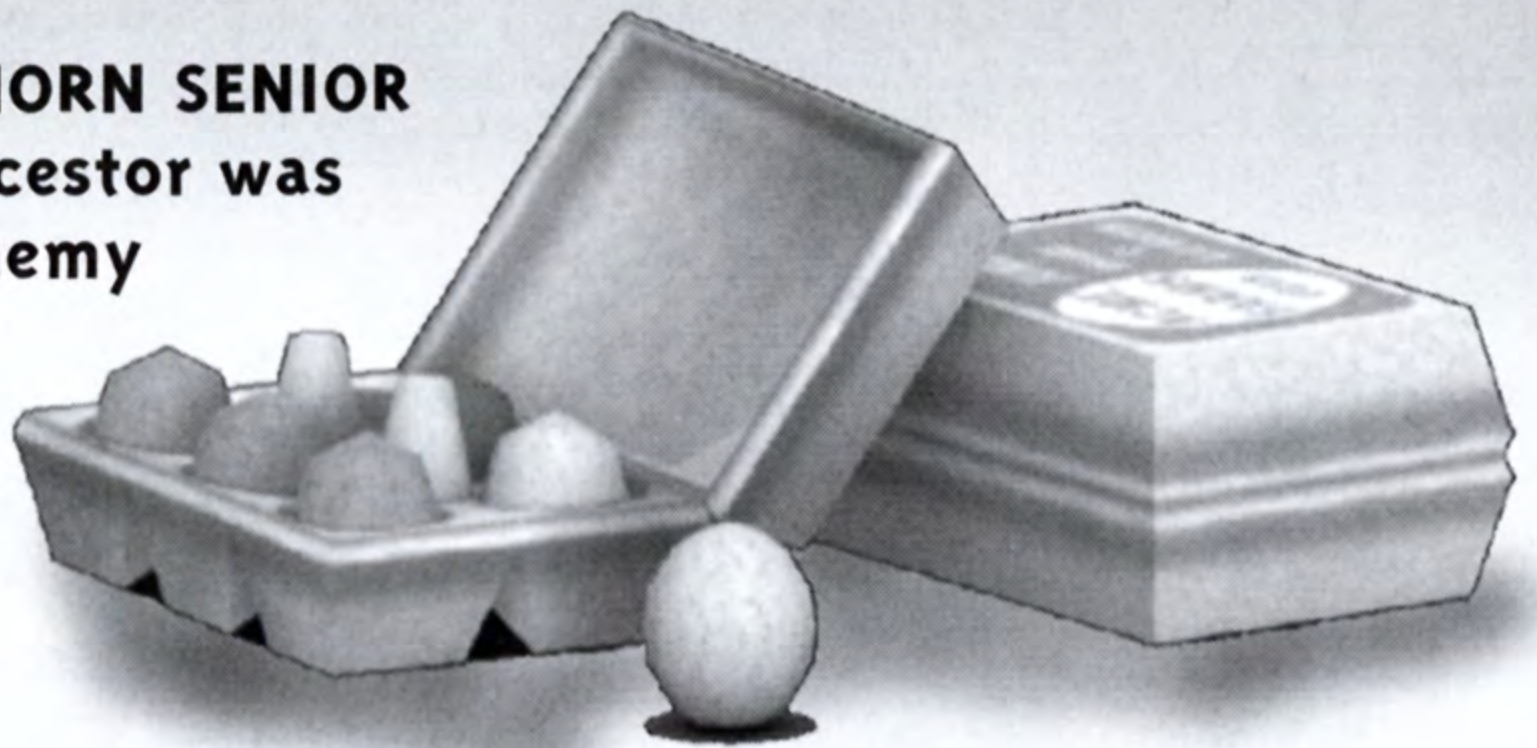
MERVIN THE MARTIAN

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

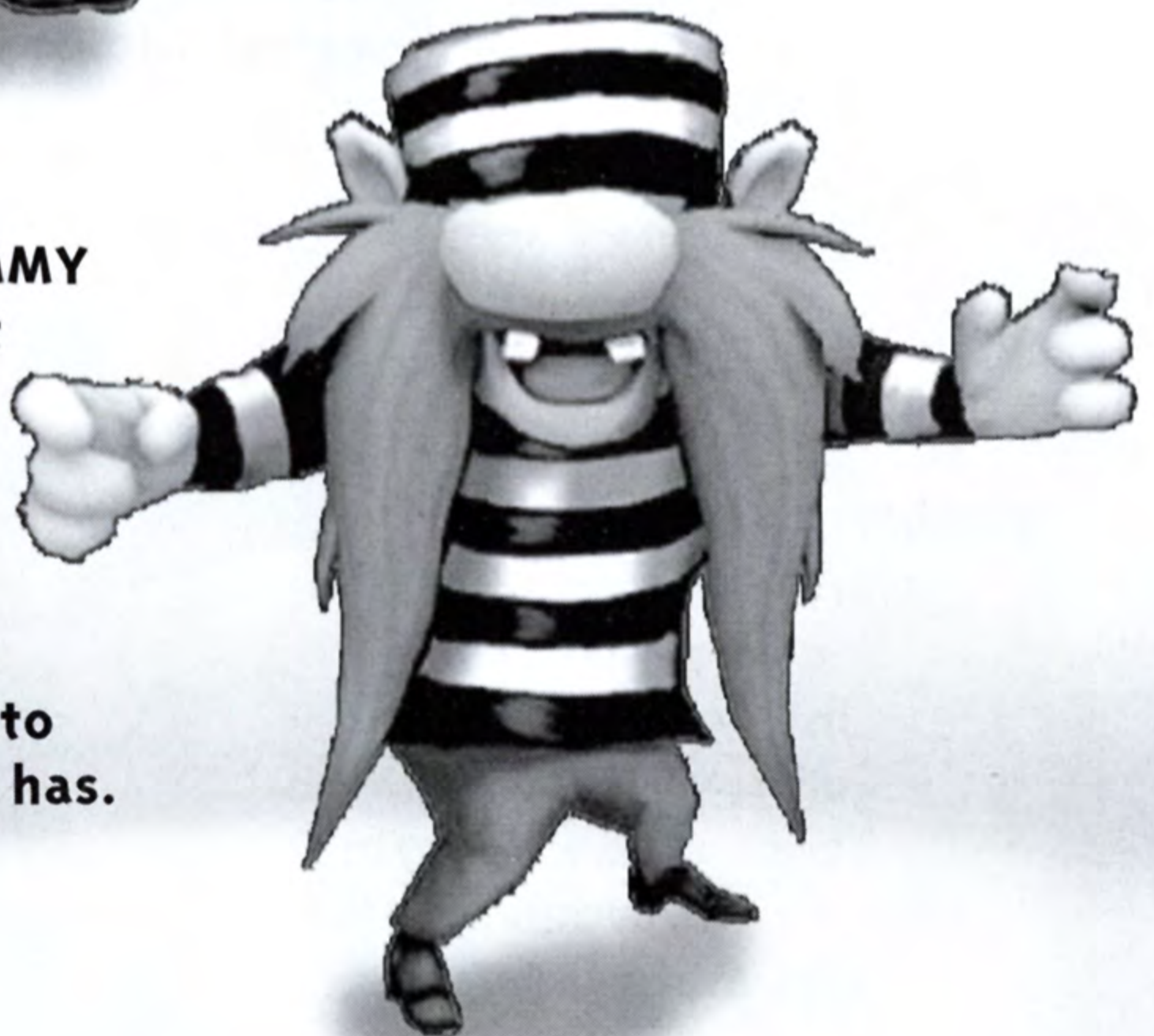
Foghorn Leghorn's ancestor was captured behind enemy lines in the Great Chicken and Egg War, but his memories of it are a little scrambled.



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.



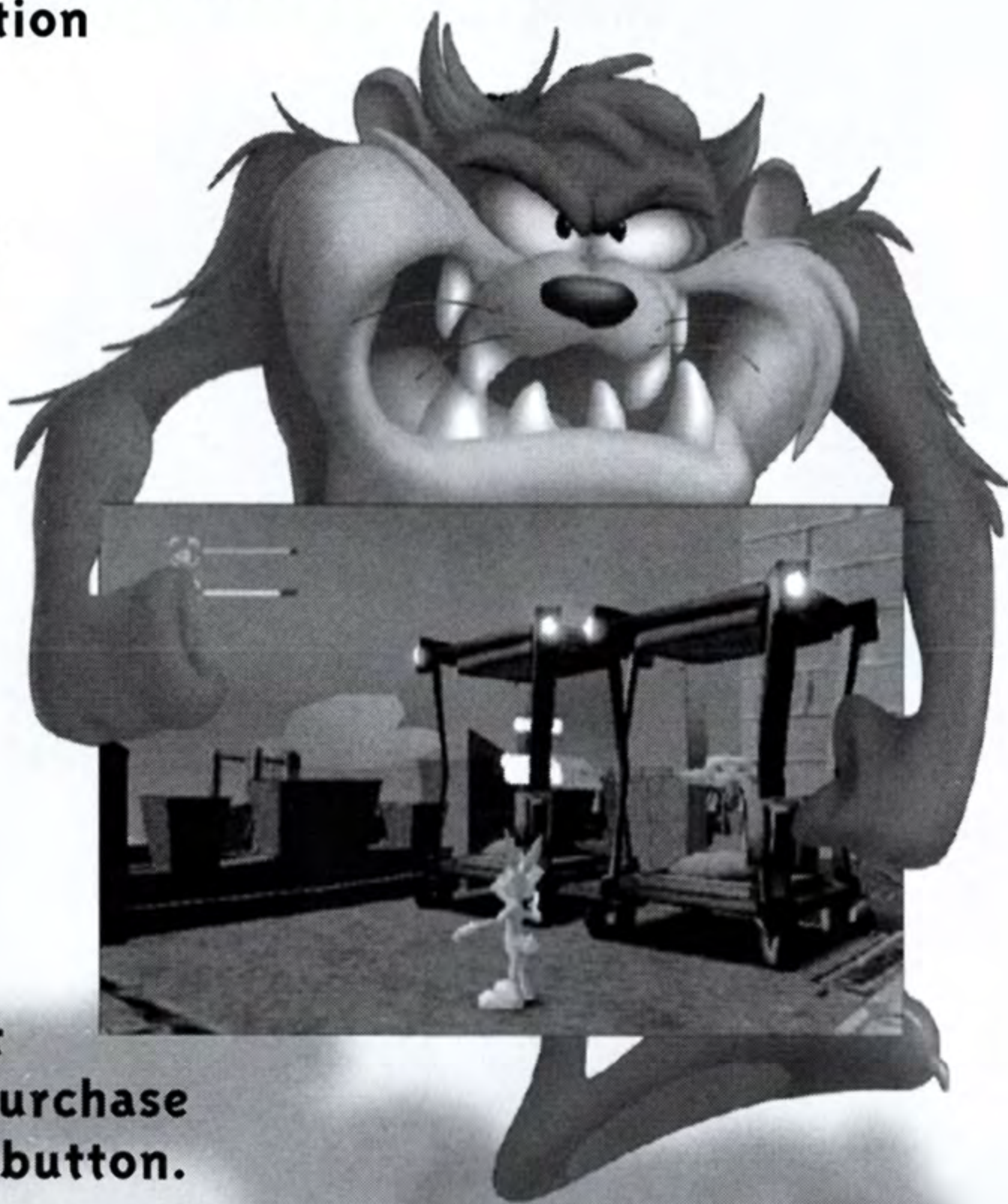
ACME RANGED WEAPONS

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 the  button.



ACME STATUES

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

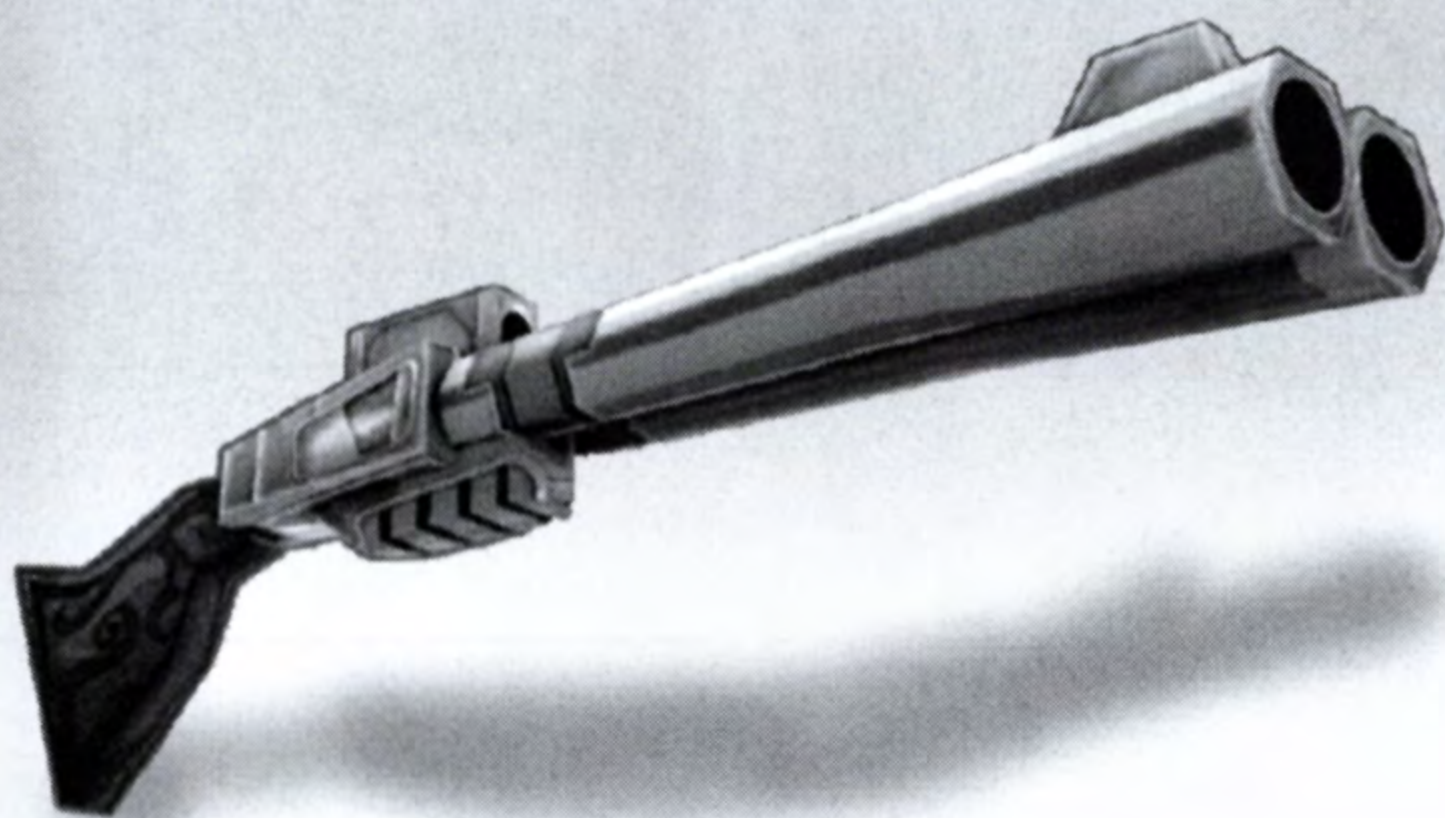
ACME ARSENAL

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 the  button to pick it up.
- ❧ **IN VENDING MACHINES**
Press the  button 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 the  button 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
– for putting up with us at crunchtime



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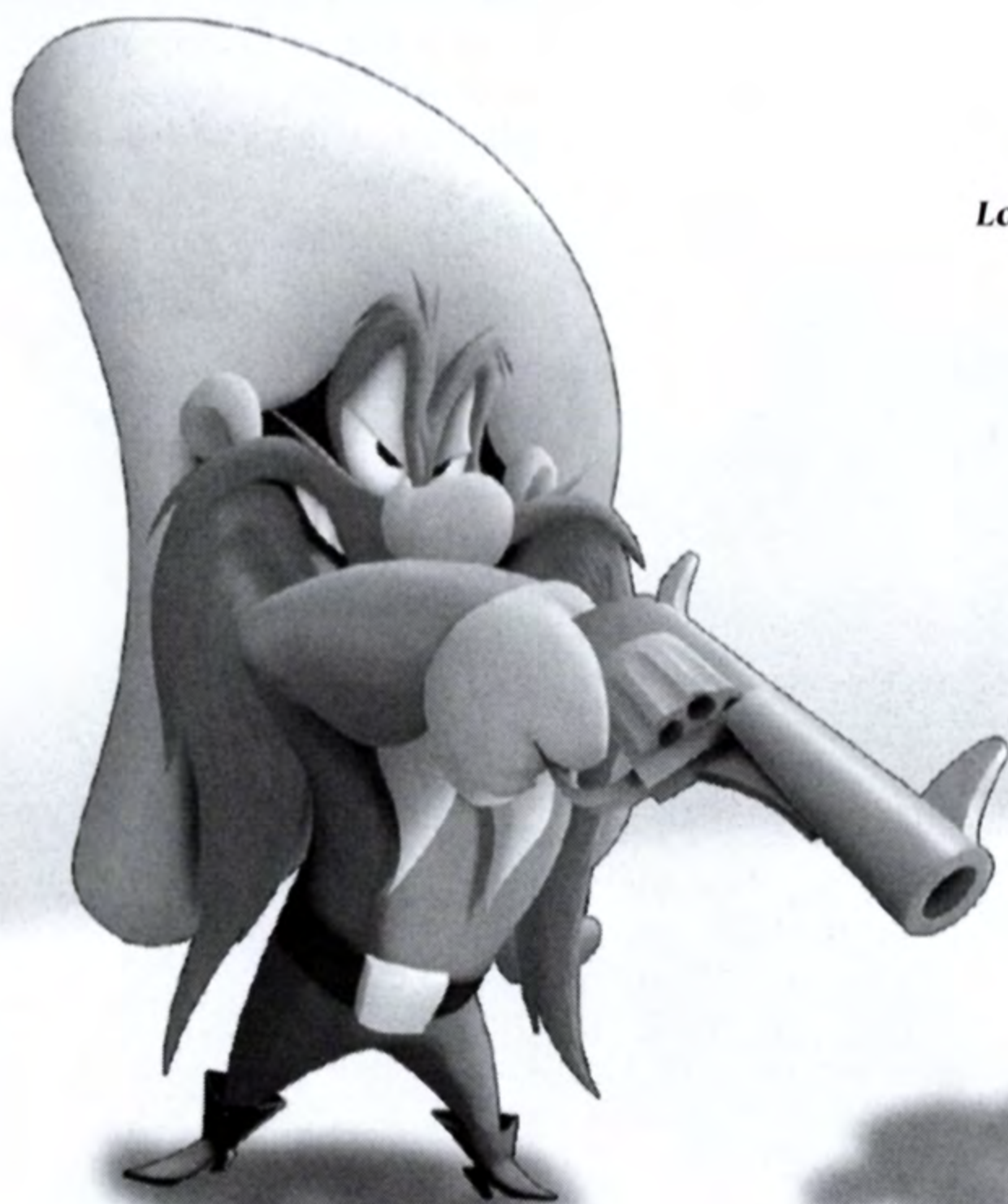
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WARNER BROS. INTERACTIVE ENTERTAINMENT (continued)

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to Chuck Jones and Mel Blanc***

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**WB Games Customer Support
10720 Suite #2 Gilroy Road
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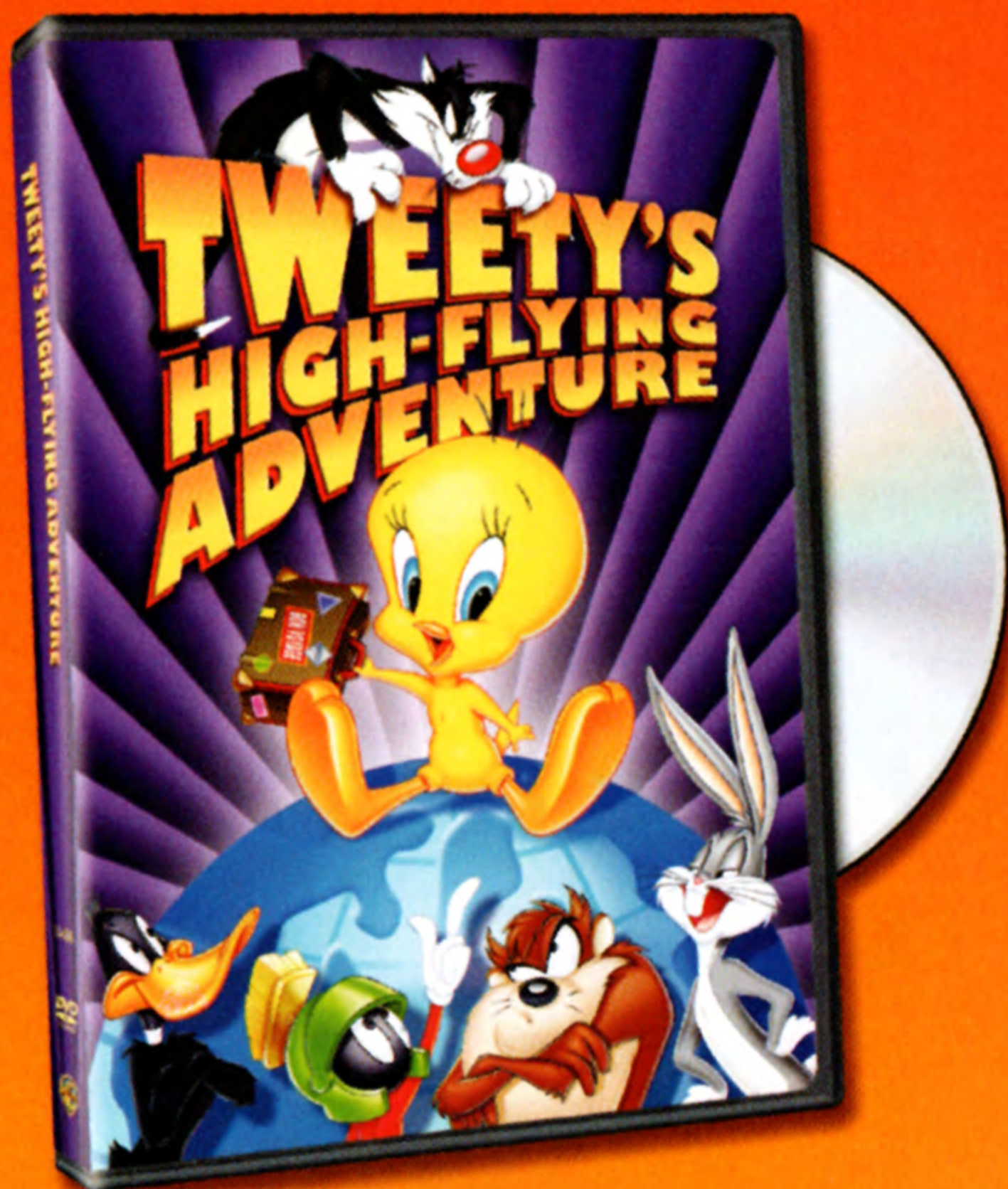
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