

Nintendo

GAME BOY COLOR

LOONEY TUNES

RACING

CGB-BLQE-USA



INSTRUCTION
BOOKLET



TM

ONLY FOR
GAME BOY
COLOR

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START YOUR ENGINES!

Join 8 of your favorite Looney Tunes™ characters in a wild race for the Championship Cup! Each character has their own custom racer and there are ten tracks to choose from. Make sure you stop by Sylvester's Shop and load up on great ACME gags to stop your opponents. Choose your favorite Looney Tunes character and get ready for a fun-filled race!



RACE CONTROLS



- **Control Pad** 
Move through menu choices

- **Control Pad** 
Steer your car left and right

- **Select**
Make new selection
Cycle through power-ups

- **Start**
Start game/Pause race



- **A Button**
Gas pedal
/Accelerate car.
Confirm menu
choice



- **B Button**
Use an ACME
Gag (only works
if you have a gag
icon on your
display.) Return to
previous menu.

MAIN MENU

Championship

Choose a racer and go for the Cup. To win, you must place first in eight consecutive races!

Arcade

Simple and fun, race one track at a time.

Options

Choose difficulty level: Rookie, Pro, Expert.

Credits

See the names of the dedicated crew who worked on this game.



CHAMPIONSHIP

To win the coveted ACME Championship Trophy, you must finish first in a total of 8 races from three track categories: Fun Cup, Super Cup and Extreme Cup. You'll earn Point Tokens according to where you finish. Progress through each race by redeeming Point Tokens in Sylvester's Shop.



ARCADE

In Arcade Mode you can race a quick one track challenge. Perfect for practicing with different characters and for trying new Gags.

OPTIONS

Select Options to change difficulty levels:

Rookie = Easy

Pro = Normal

Expert = Hard



Here, you can also clear a saved game. Note: Looney Tunes Racing has a battery back-up feature to save and resume a game at your convenience.



CHARACTERS AND VEHICLES

There are eight Looney Tunes racers in all—four initial starters and four that can be earned. Each character drives a custom vehicle that is reflective of their unique personality. The four starters are:



Bugs blasts it round the track in his specially designed, orange vegetable-derived kart that runs entirely on carrot juice!

CHARACTERS AND VEHICLES

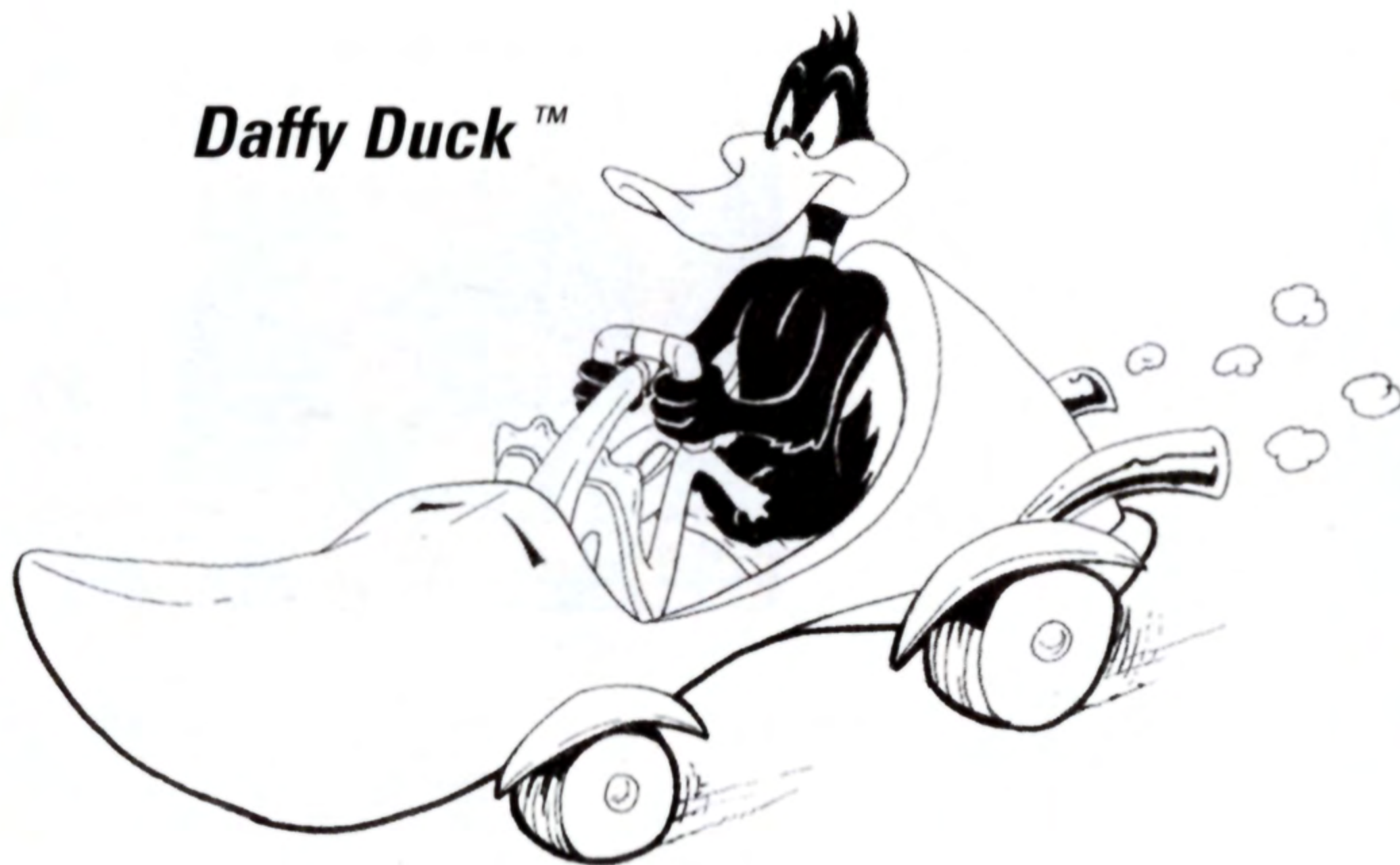
Lola Bunny™



Lola's kart is curvy, suave and vivacious – indeed, not unlike its driver. A serious contender to any self-respecting kart racer.

CHARACTERS AND VEHICLES

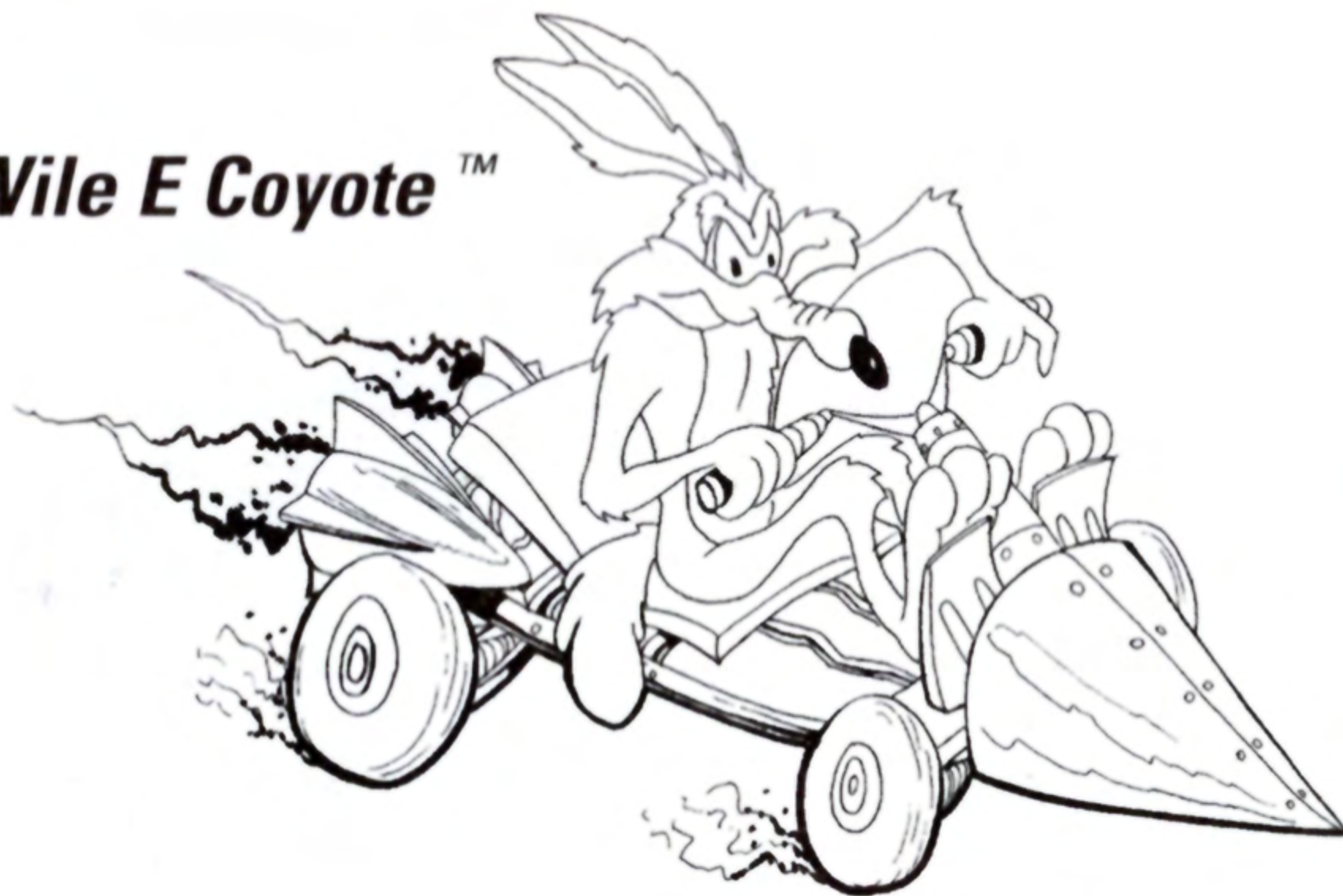
Daffy Duck™



Daffy, meanwhile, had to pay a massive 'bill' for customization costs to his exclusive roadster. Fortunately, it takes to the tarmac like a duck to water!

CHARACTERS AND VEHICLES

Wile E Coyote™

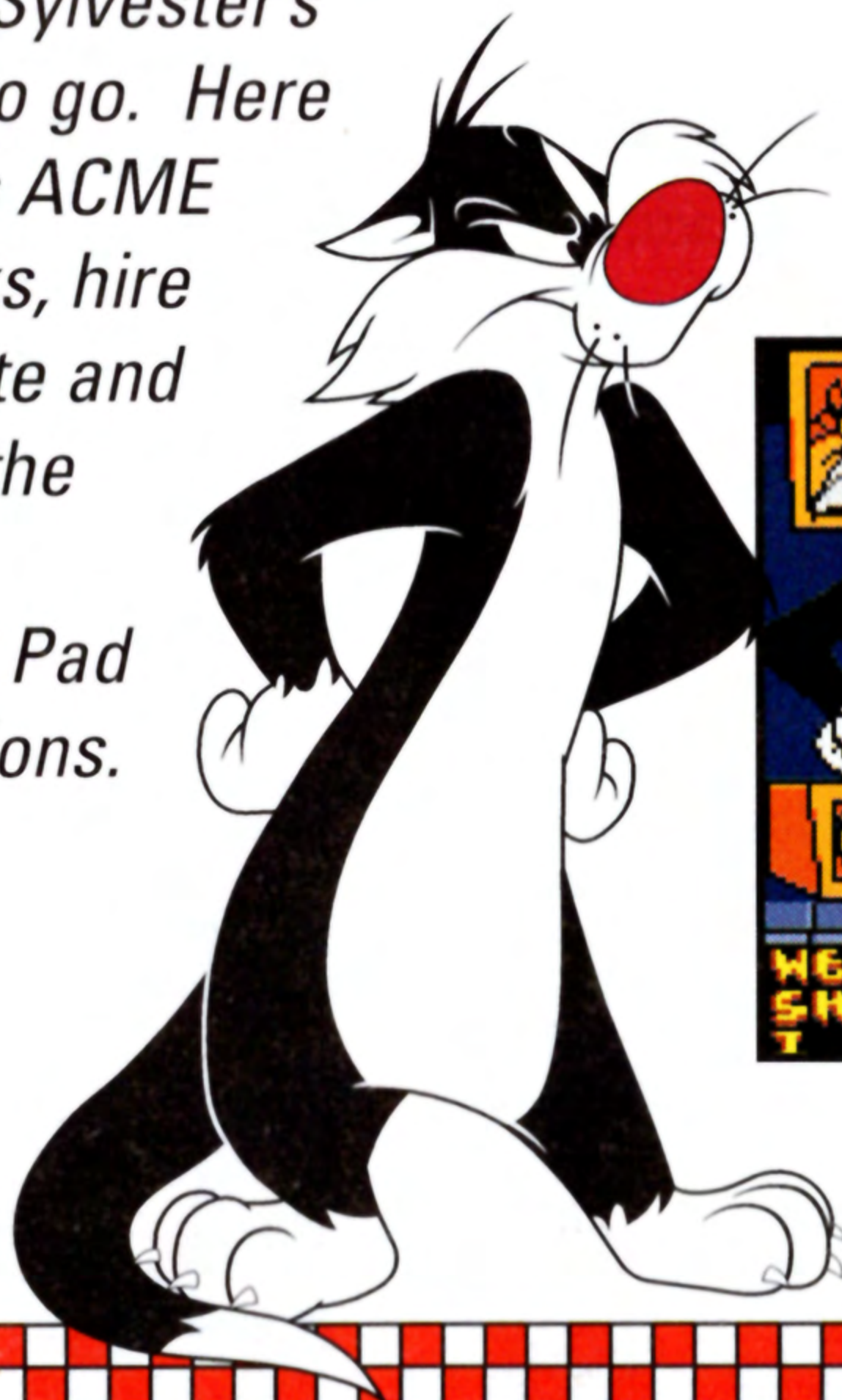


Everyone's favorite cunning coyote has adapted ACME™ technology to make his rocket-car – and it can actually steer! Surely catching Road Runner will be simple with this contraption? If only...

Once you've won enough Point Tokens in Championship Mode, Foghorn Leghorn™, Taz™, Marvin The Martian™ and Yosemite Sam™ may be hired as a teammate.

SYLVESTER'S RACE SHOP

In Championship Mode, Sylvester's Race Shop is the place to go. Here you can purchase bonus ACME items, race special tracks, hire a Looney Tunes teammate and continue your quest for the Championship Trophy. Simply use the + Control Pad to toggle through selections. Have fun shopping!



RACES

Put the pedal to the metal. There are a variety of tracks, plenty of challenges and you'll have to be fast to win. Here's a rundown on all the tracks:

FUN CUP

- *Race like the wind as you zoom through the Arizona Desert*
- *It's a wild race with lots of water in Wabbit Woods*



RACES

SUPER CUP

- *X marks the spot on Planet X*
- *Zoom through pastures on Porky's Farm*
- *Mix it up with instant martians on Marvin's Martian Raceway*

EXTREME CUP

- *You'll have a ghoul time at Gossamer's Castle*
- *Hit the high notes in What's Opera Doc*
- *Drive Daffy in Duck Dodger's City*



ACME POWER-UPS

In true cartoon fashion, use official ACME Corp. gags to slow your opponents and to give you a winning advantage. As you race, drive over ACME packages. Inside each one is a power-up. You'll see the icon indicated on you display. Simply press the B Button to activate. You can also purchase bonus power-ups at Sylvester's Race Shop. Note: You can only carry two power-ups at a time!

Here's a list of these great gags:



ACME Super Speed Burst –gives the player a burst of speed lasting 2-5 seconds.

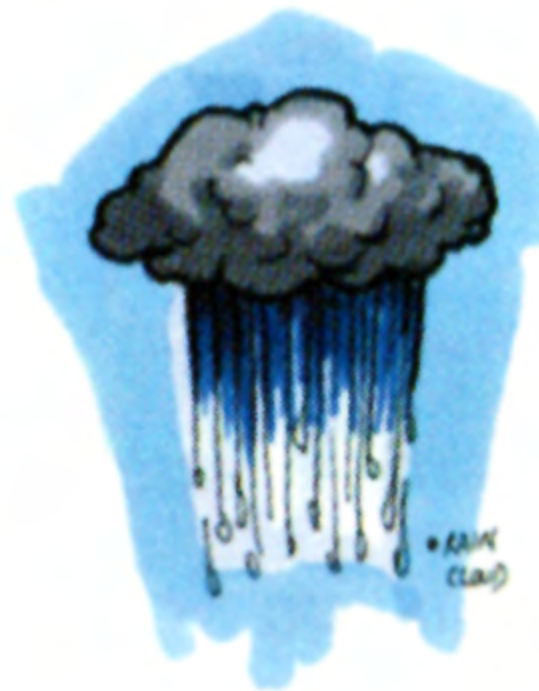


ACME Homing Pie—a heat-seeking, antenna-wearing cream pie that targets an opponent immediately in front of you.

ACME POWER-UPS



ACME MegaMagnet – this powerful magnet slows opponents and allows you to steer them out of your way.



ACME Storm Cloud – targets an opponent in front with a raging storm complete with lightning!



ACME Bombs – these are explosives that blast players in front you.

ACME POWER-UPS



ACME Invulnerability – Used to temporarily deflect all damage inflicted by opponents and environmental hazards.



ACME Falling Anvil -- Knock your opponents silly by flattening them!

Others Include:

ACME Portable Hole -- Use these and opponents behind you will drop out of site!

ACME Deluxe Zap-O-Matic -- Toasts rivals with a blast of super-charged PU-86!

ACME Gremlins -- These little guys will run to the nearest opponent's vehicle, either in front of, or behind you, and proceed to rapidly dismantle it.

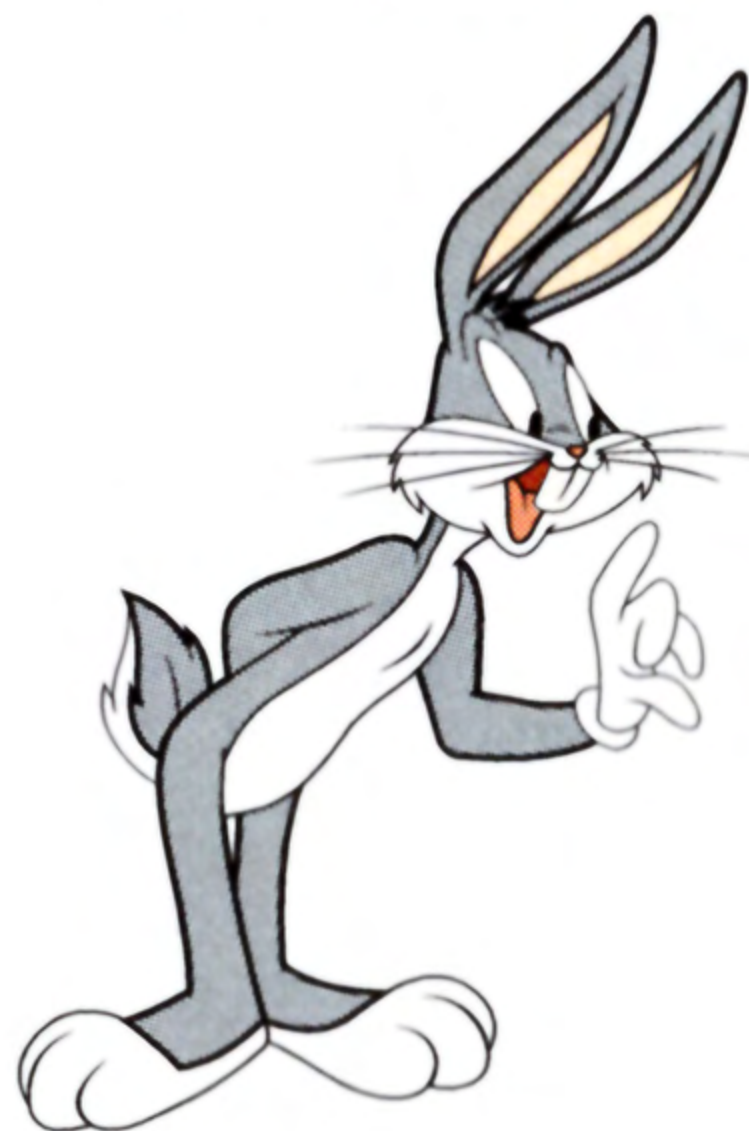
ACME Heli-Mallet -- Flies forward to smash the nearest leading racer.

ACME Hive-O-Bees – Produces a cloud of angry bees guaranteed to slow down your opponent.

YOUR DISPLAY

The following information is displayed on your screen:

*Your Looney
Tune Racer*



ACME Power-Up

Lap advance meter

Your position in the race

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Assistance Via World Wide Web

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Infogrames, Inc.

Attn:TS/CS Dept.

13110 NE 177th Place

Suite #B101, Box 180

Woodinville, WA 98072-9965

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CREDITS



Xantera

Project Manager
Lynn Loughmiller

Lead Programmer
Bryon Hapgood

Programmers
Kennett Galbraith
John Coffey

Lead Artist & Designer
Lorin Nelson

Artists
Carson Dalton
Dave Grotepas
Mark Vanorman
Nate Cash
Nikki Calder
Terence Mackenzie

Testing
Angela Hapgood
Kristi Widerberg
Bryson Loughmiller

Infogrames

VP of Development
Erik Gloersen

Creative Consultants
Christophe Gomez
Steve Ryno

Produced by
Erick Fernandez

Assistant Producer
Dave Brown



CREDITS

Marketing
Jeff Nuzzi

Lead Tester
Kingsley Sur

Quality Assurance
Romeo Corsi
Victor Biron
Christopher Reimer



Special Thanks
Dave Abrams, Joy Schneer,
Dave Costello, Luis Rivas,
Kara Redmons

Warner Bros. Interactive Entertainment

Producer
Brett Skogen

Creative Director
Charles Carney

Art Directors
Allen Helbig
Peter Tumminello



Special Thanks
Michael Harkavy, Rob Sebastian,
Heidi Behrendt, Scott E. Johnson,
Jim Molinaro, Zachary Monge





www.looneytunes-games.com

www.us.infogrames.com

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