

LOONEY TUNES

BACK IN ACTION™



ELECTRONIC ARTS™



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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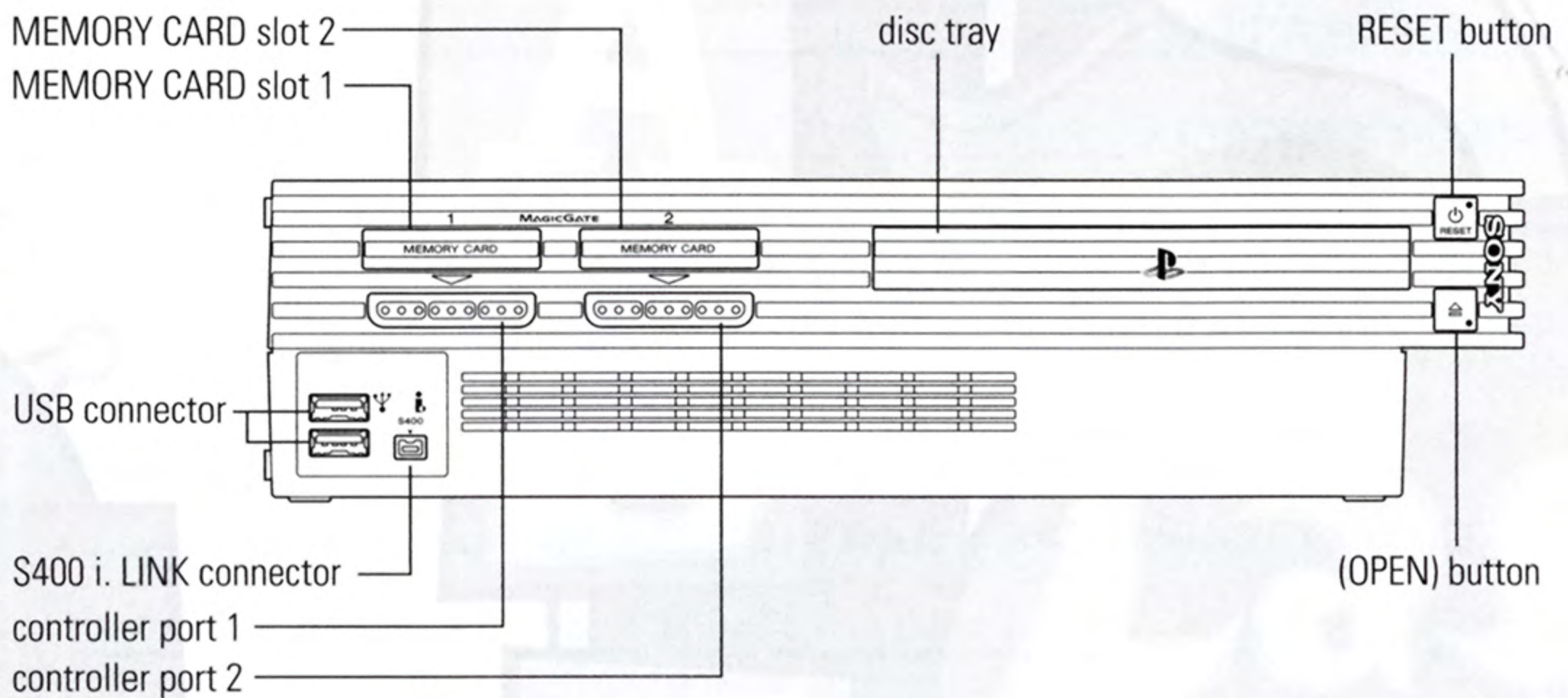
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STARTING THE GAME

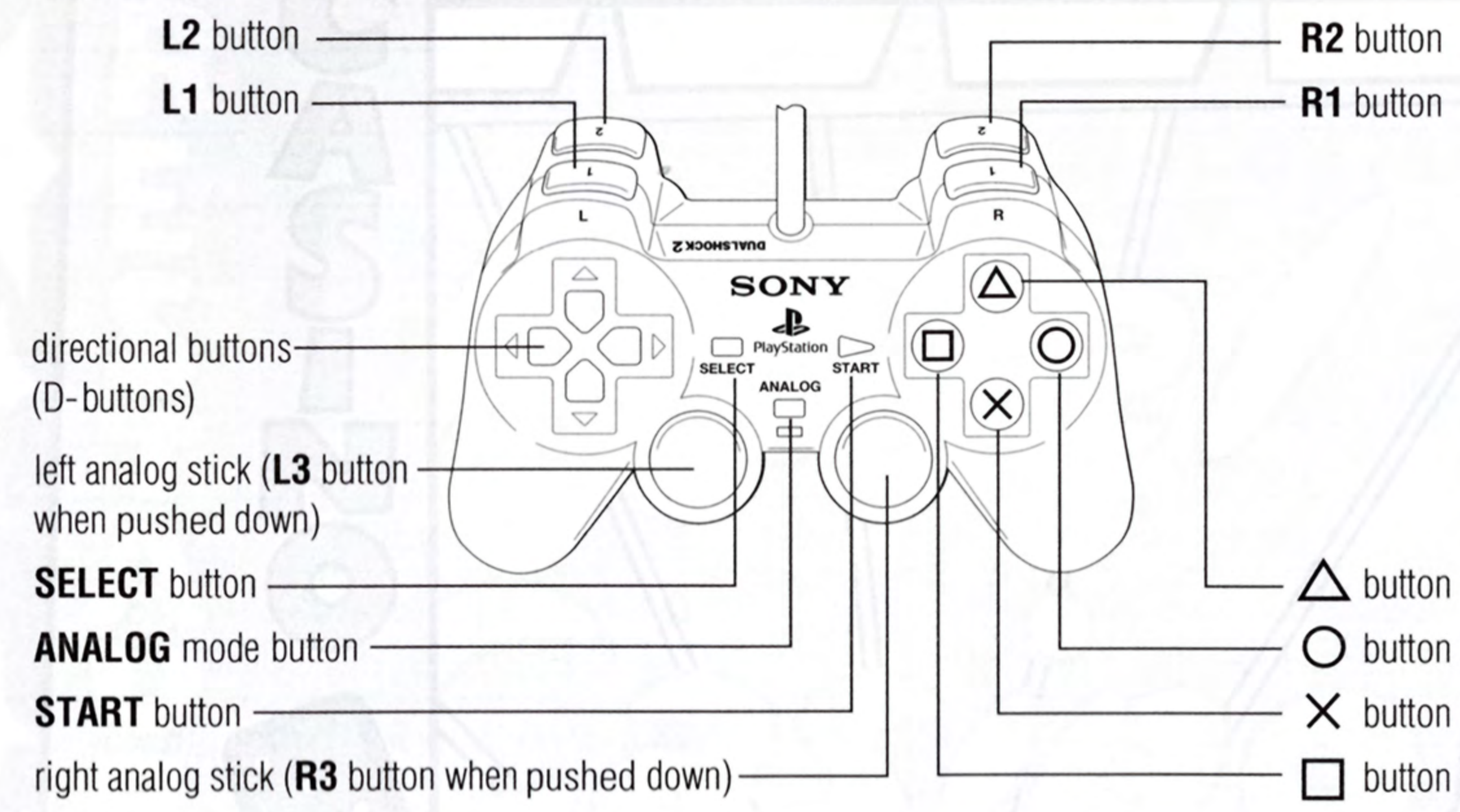
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Looney Tunes: Back In Action*™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BACK
IN
ACTION

COMPLETE CONTROLS

GAME CONTROLS

ACTION	CONTROL
Movement	left analog stick
Action Button	Ⓐ button
Camera Mode (where available)	right analog stick
Attack	Ⓑ button
Jump	ⓧ button
Swap Character	Ⓐ button
Duck (to avoid danger)	R1 button (hold)
Ground Roll (curl into a ball to knock down the baddies)	R1 button (hold while running) (➤ <i>Ground Roll</i> on p. 11)
Ground Pound (when in mid-air, curl into a ball and dive-bomb to the ground. Use this to squash baddies and to destroy destructibles such as loudspeakers)	ⓧ button then R1 button (tap) in mid-air
Align Camera behind toon	L1 button (tap)
Toon's Eye View	L1 button (tap) then L1 button (hold)
Pause/Unpause and In-Game Options	START button

MENU CONTROLS

Highlight menu items	D-button ⇅
Cycle choices/Move sliders	D-button ⇄
Select/Go to next screen	ⓧ button
Return to previous screen	Ⓐ button

INTRODUCTION

Experience the adventure of a lifetime with your old friends *Bugs Bunny* and *Daffy Duck*, on their quest to recover the mystical Blue Monkey Diamond. Stolen by the evil ACME™ Chairman, this precious jewel's magical powers have caused evolutionary mischief, turning ordinary folk into cheeky Munkeys! Now it's up to you to guide our heroes on their quest, as they set out to capture the Munkeys, recover the diamond, and save the world from Munkey madness!

As their journey leads them from the bright lights of Las Vegas to the exotic depths of the Jungle, our favorite rivals must overcome tricky challenges that will put their skills to the test. And that's just for starters. You'll also have to deal with ruthless enemies such as *Yosemite Sam*, *Elmer Fudd* and the *Tasmanian Devil*!!! You must also remember to watch out for the pesky tourists. Those boys are obsessed with taking your picture. Phew!

Luckily, when two of the world's most famous toons unite, you get double the action! Through the magic of Toon-Swapping, either Bugs or Daffy can take the lead and use their own special abilities to overcome any obstacles.

Expect an action-packed Looney Tunes™ adventure from start to finish—it's mischievous Munkey mayhem all the way!

FEATURES

- Fun storyline inspired by the new *Looney Tunes: Back In Action*™ movie.
- Toon-Swapping: Choose between Bugs Bunny and Daffy Duck, each with their own special abilities.
- Experience five themed game environments ranging from Area 52 to The Louvre; the Wooden Nickel casino to the Jungle Ruins.

For more information on this game, visit looneytunesbackinaction.ea.com.

SETTING UP THE GAME

Let's talk you through the basics, Looney Tunes fans!

MAIN MENU

Begin action at the Main menu. . .



NOTE: Default options are listed in **bold** in this manual.

Choose from three Film Reels (A, B and C) from which you can play and save a game. Select a Film Reel by bopping it from underneath (press the **X** button to jump). You can then either Play a game, have a quick go at a Traffic Attack, Erase a game or check out your Score.

TO START YOUR LOONEY TUNES ADVENTURE:

1. Press the left analog stick **↑** to highlight PLAY.
2. At the Map Screen, select the available stage you would like to play. Press the **X** button to confirm selection.

NOTE: When you select PLAY for the first time, the Looney Tunes intro is played out and you automatically begin the game. Whenever you select PLAY again, you will be taken to the Map Screen.

3. Press the left analog stick **←** to highlight the Challenge you wish to play and press the **X** button to begin playing the game.

NOTE: There are five challenges per stage and four bonus challenges to find in each level. A new Challenge becomes available when you complete the previous one.

PLAYING THE GAME

To have any chance of tracking down the Blue Monkey Diamond, you're going to need all the help you can get. Luckily for you, with their different skills Bugs and Daffy make an excellent team. So what are you waiting for? Learn the basics and start playing!

NOTE: "Toons" refers to Bugs and Daffy. An active toon is the playable toon that you are currently controlling. The inactive toon is the character you are not playing and is off screen. He often appears in the Toon Bubble.

GAMEPLAY SCREEN

Not sure what's what? Then read on...



Munnies

The following will appear on your screen from time to time:

Carrots: The Carrot shows how much health you have remaining. It appears when it has depleted or been replenished. (See *Carrots* on p. 13.)

Action Button Icon: This multi-task button (the  button) allows you to perform a multitude of actions. (See *The Action Button Icon* on p. 10.)

Munkeys Collected: Displays the number of Munkeys caught so far. It appears whenever you manage to catch a Munkey. (See *Munkeys* on p. 12.)

Statues Collected: Indicates how many Michigan J. Frog statues you have collected within your current stage. It appears whenever you pick up a Michigan J. Frog statue. (See *Michigan J. Statues* on p. 12.)

Munnies: Shows you the total amount of Munnies accumulated by both Bugs and Daffy.

Toon Bubble: When one toon is inactive and off-screen, a Toon Bubble will appear in the bottom right-hand corner of the screen. The Toon Bubble is an invaluable link between Bugs and Daffy, who will provide you with either encouragement or jeers. Whenever both toons are on-screen at the same time, the Toon Bubble will disappear.

ACME Birdseed Boxes: Shows you the total amount of ACME Birdseed Boxes accumulated by both Bugs and Daffy. (See *ACME Birdseed Box* on p. 12.)

No Camera Icon: This icon appears whenever you are unable to control the camera.

TOON TIPS

Need advice? Along the way, you are given Toon Tips. These helpful hints pop up on-screen whenever information is needed.

TOON-SWAPPING

This game is all about team-work, or rather, toon-work. Who do you prefer? Bugs or Daffy? Each has his own special abilities which will come in handy for different challenges. Press the  button to alternate between the two characters.

NOTE: Toon-swapping isn't available when using toon-specific skills such as Bugs' Burrowing and Daffy's Diving. You cannot swap the characters when they are in the air, swimming or when they suffer any damage.

BUGS BUNNY

"What's up, Doc?"

BUGS BURROWING

One of the perks of being a rabbit is that you can burrow into soft ground to unearth buried objects and go under certain obstacles. Burrowing takes you to places that Daffy may have trouble getting to. Perform a Ground Pound over a grassy or dirty area and Bugs will dive underground. Press the left analog stick to control Bugs' movement as he burrows. An earth mound will show you where Bugs is going. Bugs will automatically collect or push out any buried objects while burrowing. Press the  button to exit from the ground.

NOTE: You have to be underneath unobstructed ground to jump out.

WABBIT WUMBLE

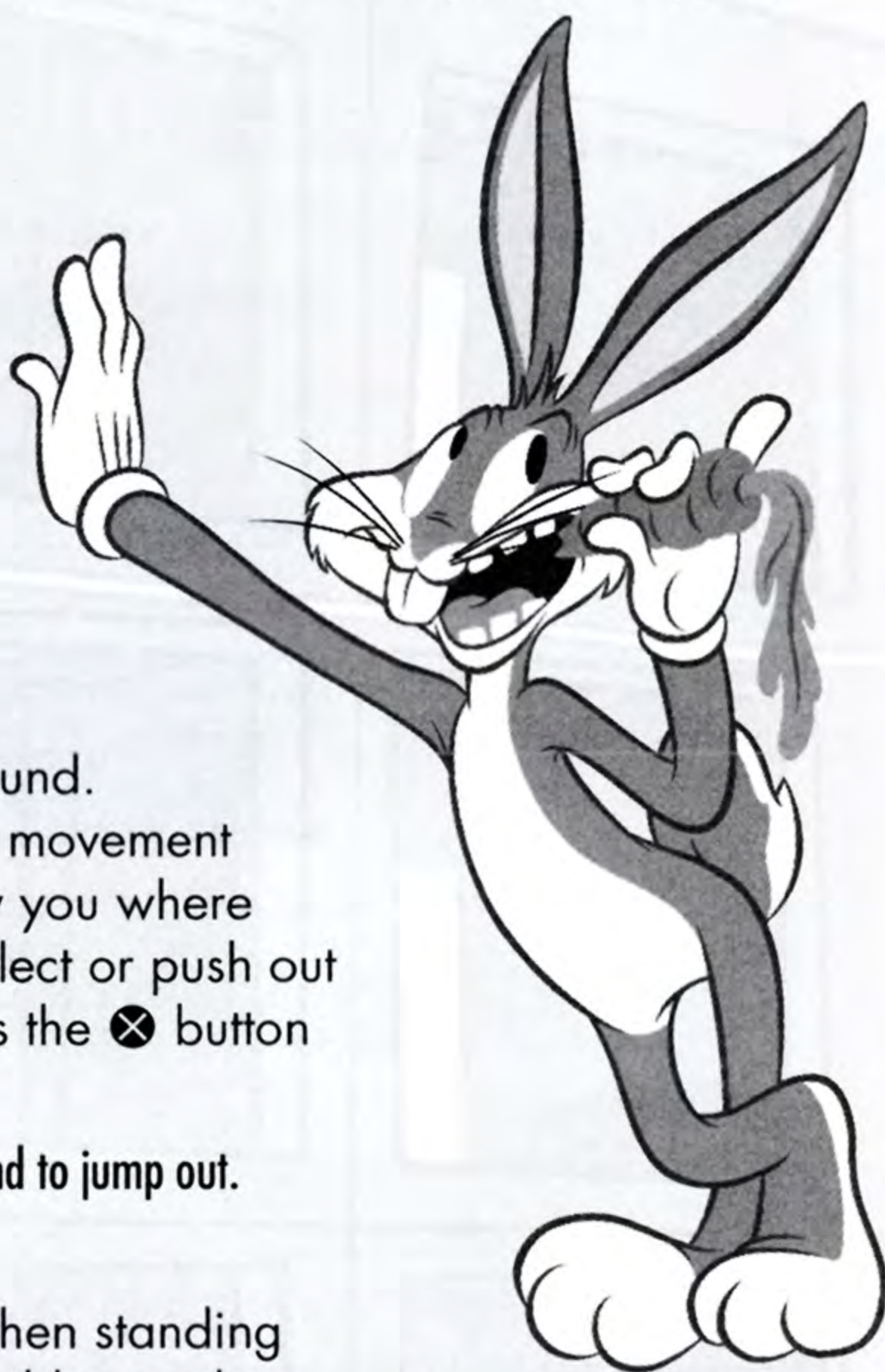
Lucky you! You have Wabbit Intuition. When standing next to any buried Munnies or rare collectibles, such as Michigan J. Frog statues, the controller will vibrate to let you know where they are. The closer you get to the buried goods, the more intense the vibration. Simply burrow underground to retrieve the Munnies!

DOUBLE JUMP

Being a rabbit, Bugs has naturally springy feet so he can jump very high. At the highest point of a normal jump, press the  button and watch Bugs curl into a ball and propel himself even higher! This allows you to reach those high-up places that Daffy just can't get to.

RENT COSTUMES

Ever fancied seeing Bugs Bunny in a grass Hula skirt? Now's your chance! *Looney Tunes: Back In Action* gives you the opportunity to purchase some of the craziest costumes around. Use these cunning disguises to manipulate the bad guys in mischievous ways. Just make sure you have enough Munnies and keep an eye out for the Costume Door.



DAFFY DUCK

"You're despicable!"

FLUTTER JUMP

Daffy uses his "wings" to add a little extra air time to his jumps. Press the  button at the highest point of a normal jump, and watch Daffy flap his feathered arms furiously. Repeatedly pressing the  button allows Daffy to perform a Flutter Jump for a few seconds.

RENT A DUCK DANGER COSTUME

Want the invulnerability of a super hero? This zany costume gives Daffy a sense of braveness which gives him the confidence to do a number of things including diverting dangers and protecting him from the baddies. By braving perils, Daffy can help Bugs with his journey; by tripping traps and helping Bugs move forward safely. The Duck Danger Costume gives Daffy some great skills, but you need to make the most out of the costume as it doesn't last long.

NOTE: In situations that require Daffy to be brave, he must purchase a Duck Danger Costume to survive and successfully complete the challenge.

NOTE: Keep an eye out for Daffy's Costume Doors. Just make sure you have enough Munnies...

SWIMMING

Daffy can swim to exciting places. Press the left analog stick to paddle. You can jump out of the water at any time by pressing the  button.

WARNING: Bugs cannot swim! Daffy's your best friend in any water environments.

DUCK DIVE

Dive deep under the water to retrieve submerged Munnies and other hard to find collectibles, such as Michigan J. Frog statues. Press the  button to perform the Duck Dive. The longer you hold the  button, the deeper Daffy dives. (It's also a great way of avoiding danger!)



MORE TOON CONTROLS

THE ACTION BUTTON ICON

This multi-use button (the  button) allows you to do many cool things. You can perform multiple Actions via the use of a single button. The Action Button will appear on screen whenever it can be used.

The Action Button lets you use the special skills associated with your rented costumes and chat with friendly Looney Tunes characters. It also lets you collect Hens and Yum Yums!

EA TIP: Whenever you see a finger icon tapping on the Action Button, this is your signal to tap the Action Button as fast as you can.

HENS AND YUM YUMS

Hens and Yum Yums are small creatures that Bugs and Daffy can catch and use as weapons or as crafty tools to help them with their journey.

You can use them to throw at a target to help open a door, activate a switch or to attack enemies with.

⇒ Tap the Action Button to throw in the direction the toon is facing and hold the Action Button to aim.

JUMPING

Jumping is pressure sensitive. Tap the  button to perform a small hop or hold the  button to perform a big jump. When in the air, you can press the left analog stick in the direction you want your toon to jump in.

WALL JUMPING

Bugs and Daffy can perform a Wall Slide by jumping up against certain walls. As you slide down the wall, you can perform a Wall Jump at any time by pressing the  button. You will then bounce off the wall 180 degrees in the opposite direction!

EA TIP: Successive Wall Jumps between two walls will allow your toon to jump higher and higher and higher. This will let you reach those hard to find places and hidden Munnies and collectibles.

ATTACKING

Troublesome tourists getting in the way? Loudspeakers need destroying? Baddies making a beeline for you? Never fear—you can fight back! Press the  button to attack whoever you like. Bugs uses an ACME Oversized Mallet and Daffy makes a swing with an ACME Bam Pan.

NOTE: You can even attack when jumping!

GROUND ROLL

Press and hold the **R1** button while running to Roll, and Bugs or Daffy will curl into a ball and knock down the baddies and destructibles.

ACME TOON DELIVERY

Want your sidekick to be right by your side? If you happen to stumble across an ACME Mail Box, then you're in luck. Whack one and your inactive toon will be delivered to your current location.

NOTE: The ACME Mail Boxes also act as checkpoints. When you perish, you are transported back to the last ACME Mail Box you passed.

ENEMIES

As you make your way through the amazing world of Looney Tunes, you'll find various baddies such as security guards patrolling the grounds or tribesman guarding valuable pick-ups. Watch out, as they will do anything in their power to stop you!

COLLECTIBLES

There are a few important items to collect throughout the game, in particular, Munnies and Munkeys. Want to know more? Then read on...

MUNNIES

Get rich quick! Scattered on each stage are plenty of Munnies for you to collect. Accumulate these twinkling coins, bars of gold, and bundles of bills to purchase some great items to help you on your journey. You can rent amazing costumes, but save enough Munnies for your travel fare, which will allow you to move on to the next stage.

NOTE: You cannot progress onto the next stage unless you have collected enough Munnies.

COUNTING THE PENNIES. . .

Coins are worth \$5 each, a bundle of bills is worth \$50, and a beautiful bar of gold is worth a cool \$100. Just watch that tally grow. . .

MUNKEYS

Once upon a time, these little creatures were innocent people. Unfortunately, they were transformed into Munkeys by the evil ACME Chairman, and now they roam the world. There are five Munkeys to capture on each stage and four Bonus Munkeys. (See *Bonus Munkeys* below.)

Other toons have managed to bag Munkeys but have no use for them. So by doing little favors for these crazy characters or by offering them Munnies, they will be more than happy to hand them over!

When you successfully complete a challenge, the location of a Munkey is revealed to you. Get to this Munkey and capture him by simply bumping into him. Only by bagging every Munkey are you able to enter the final challenge. If you fail to collect at least 35 Munkeys, then the Blue Monkey Diamond cannot be destroyed.

BONUS MUNKEYS

In addition to the Munkeys obtained through completing challenges, you can also catch and collect Bonus Munkeys. To do this, you need to participate in challenges that exist on each stage. There are an extra four Bonus Munkeys to collect per stage.

ACME BIRDSEED BOX

Collect these seed boxes to gain entry into a hidden level to help collect all Munkeys. There are seven Birdseed Boxes on each stage—collect them all to unlock the Wile E. Coyote Game.

MICHIGAN J. STATUES

There are 20 gold statues available on each stage. Collect them and top up your Statues Collected Tally. If you manage to collect all 20 statues on a stage, then you are awarded a Bonus Munkey.

CARROTS

Bugs and Daffy each begin a stage with a whole Carrot. You can take up to three hits before you perish. Each time you are hit, the Carrot is eaten away some more.

You can lose your health in a number of ways: attacks from baddies, coming into contact with hazardous substances and objects such as hot lava or a spiky cactus, and falling from a great height. When your toon suffers any kind of damage, he'll flash, giving him a few moments of invulnerability.

When you reach the last Carrot chunk—that is, when you're almost out of health—any further damage will finish you off. Once you have perished, your active toon starts again at the last ACME Mail Box they passed.

You can top up your health by collecting Carrots, which you'll find scattered around on different levels.

NOTE: Any damage to the active toon will not affect the inactive toon.

PAUSE MENU

⇒ Press the **START** button at any time to pause the game and access the in-game options. Press the **START** button again to resume play.

While on pause, the following items appear on-screen: Collected Monkeys, Munnies, Health, Percentage of Game Completed and Toon Bubble.

Press the left analog stick  to cycle through the following options:

Continue Game: Resume play.

Map Screen: Select this option to go back to the Map Screen.

Quit Game: Quit the game and go back to the title screen.

OPTIONS MENU

Change your game options to suit your preferences. At the Main menu, walk to the right until you are in the Options Area. Cycle through your choices by pressing the left analog stick . This is then saved automatically.

Stereo: Choose between STEREO and MONO sound.

SFX Volume: Switch between 1 (quiet) – 10 (very loud) or turn them OFF.

Vibration: Turn Vibration **ON** or OFF.

Music Volume: Alternate between 1 (quiet) – 10 (very loud) or turn Music OFF.

Banter Volume: Alternate between 1 (quiet) – 10 (very loud) or turn Banter OFF.

Screen Position: Press the left analog stick to set the screen position. Press the  button to confirm or press the  button to return to the default.

Cheat Codes: Struggling? Have a cheat code? Then select CHEATS to make things a little easier.

Bonus Features: View cool extras like cartoons and trailers. Press the left analog stick  to cycle through the different films available and press the  button to select a clip. Press the **START** button at any time to go back to the film menu.

Credits: Take a look at who made this game.

SAVING AND LOADING

NOTE: Never insert or remove a memory card (8MB) (for PlayStation®2) when loading or saving files.

TO LOAD OR DELETE A SAVED GAME:

- 1.** At the Main menu, choose the Film Reel you saved your game to. Your progress has been saved automatically.
- 2.** Select PLAY to continue your saved game or ERASE to delete the saved game.

NOTE: You can use this function to revisit the main levels in order to collect anything you missed, such as Munkeys and Munnies.

That's all, folks!



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LIMITED 90-DAY WARRANTY

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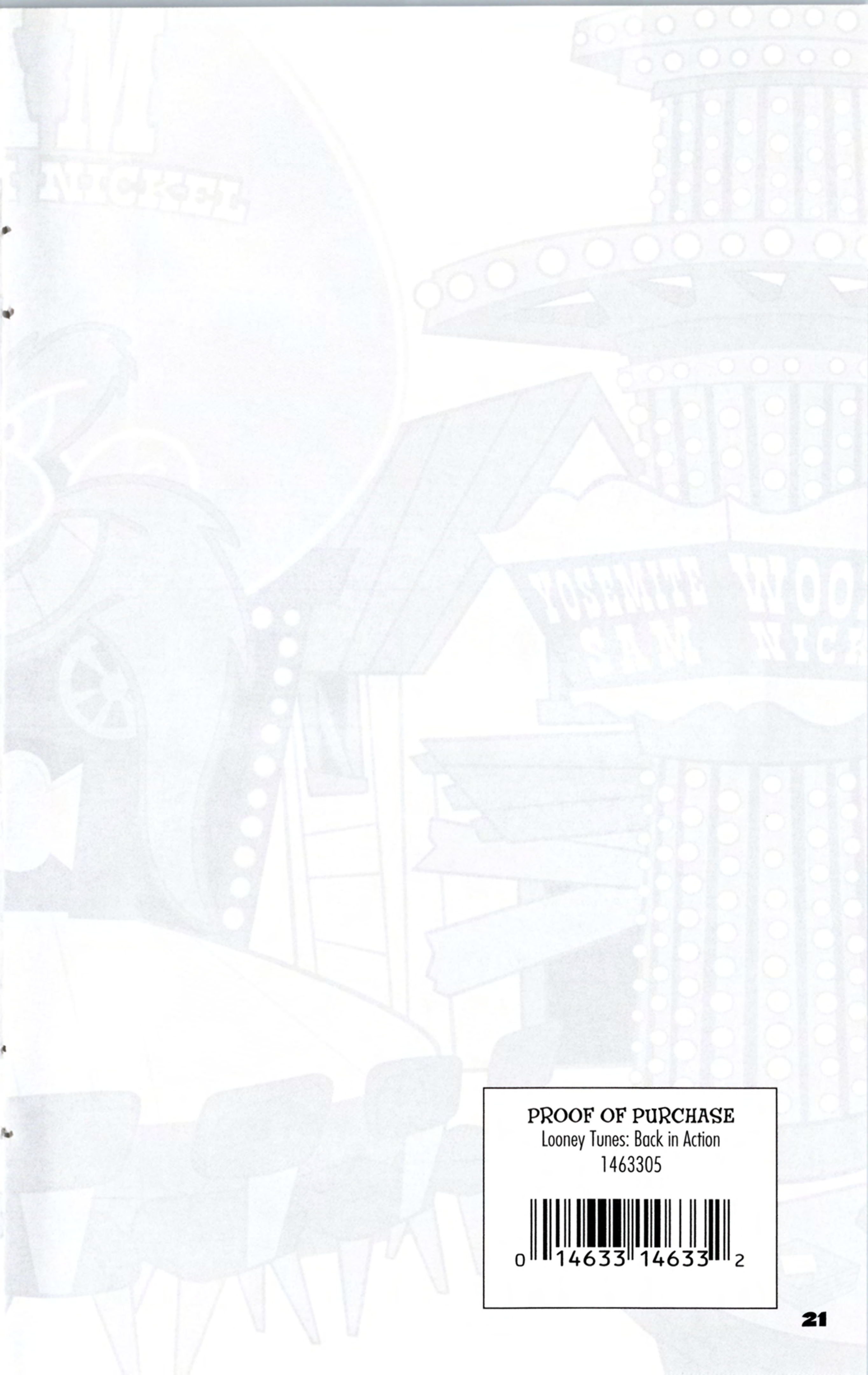
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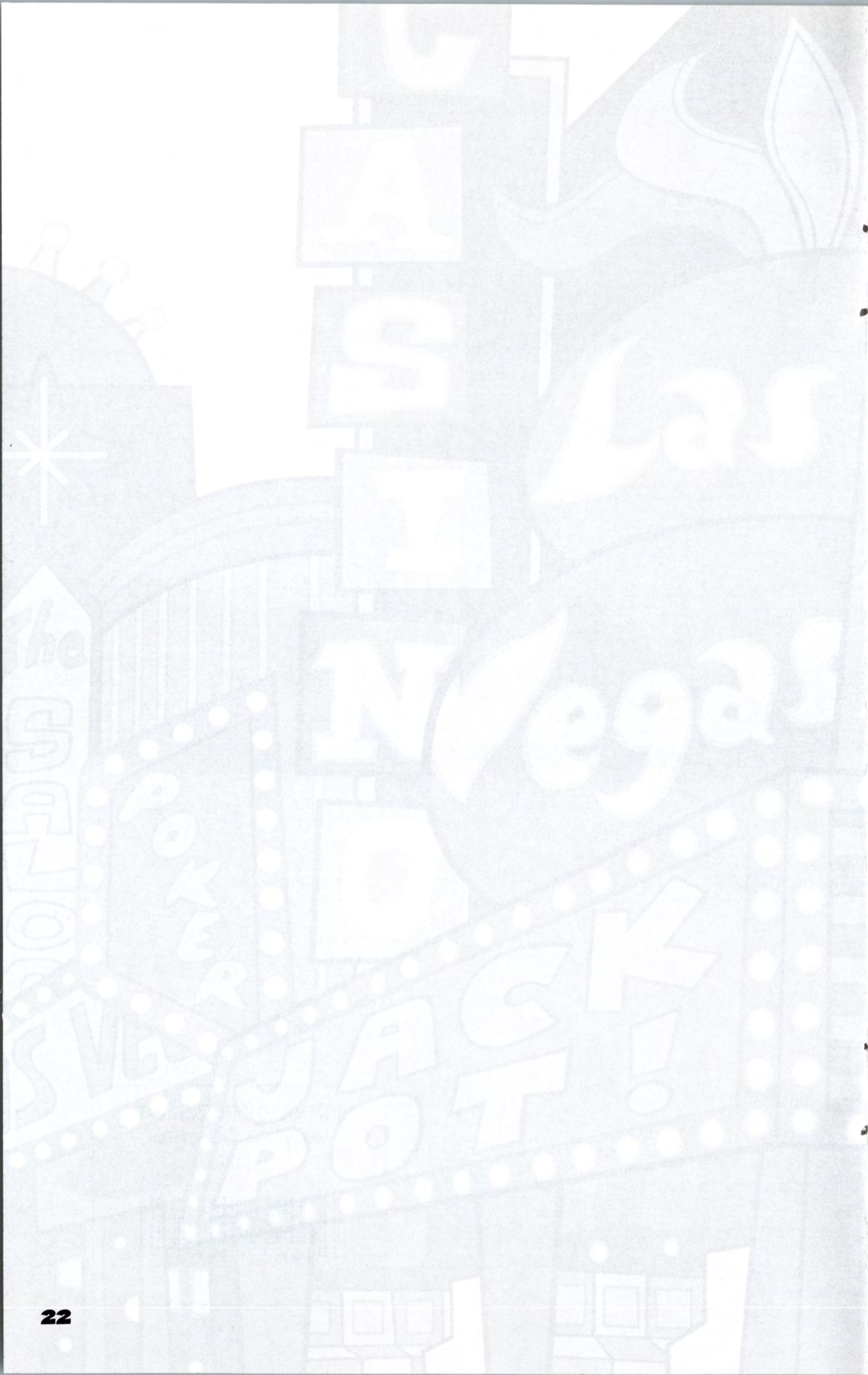


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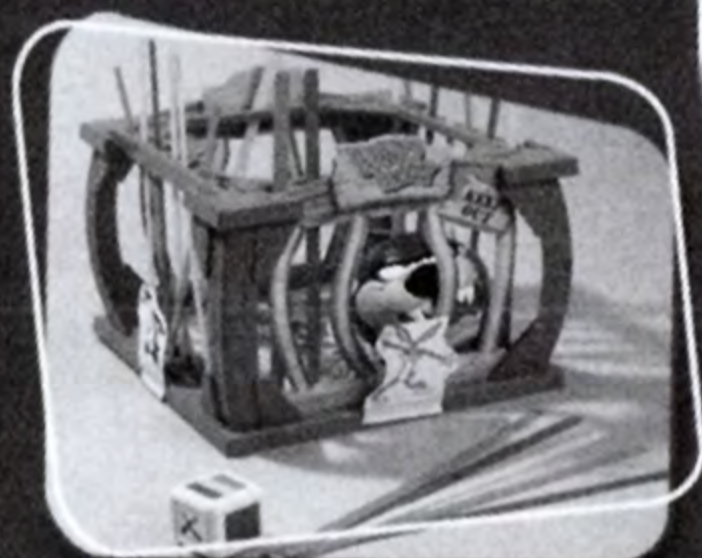
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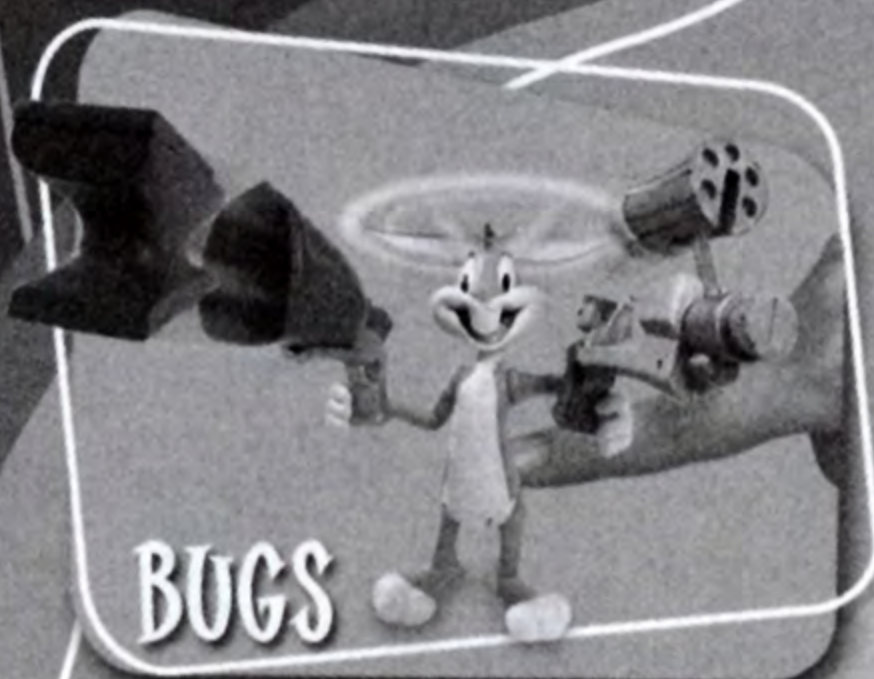
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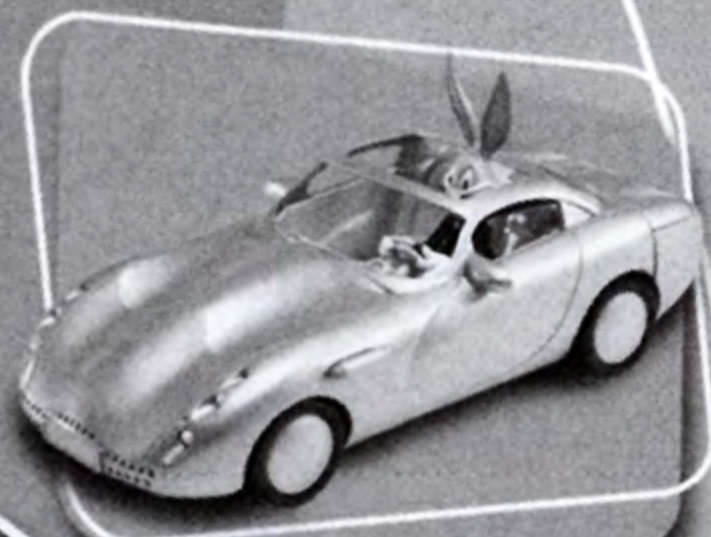
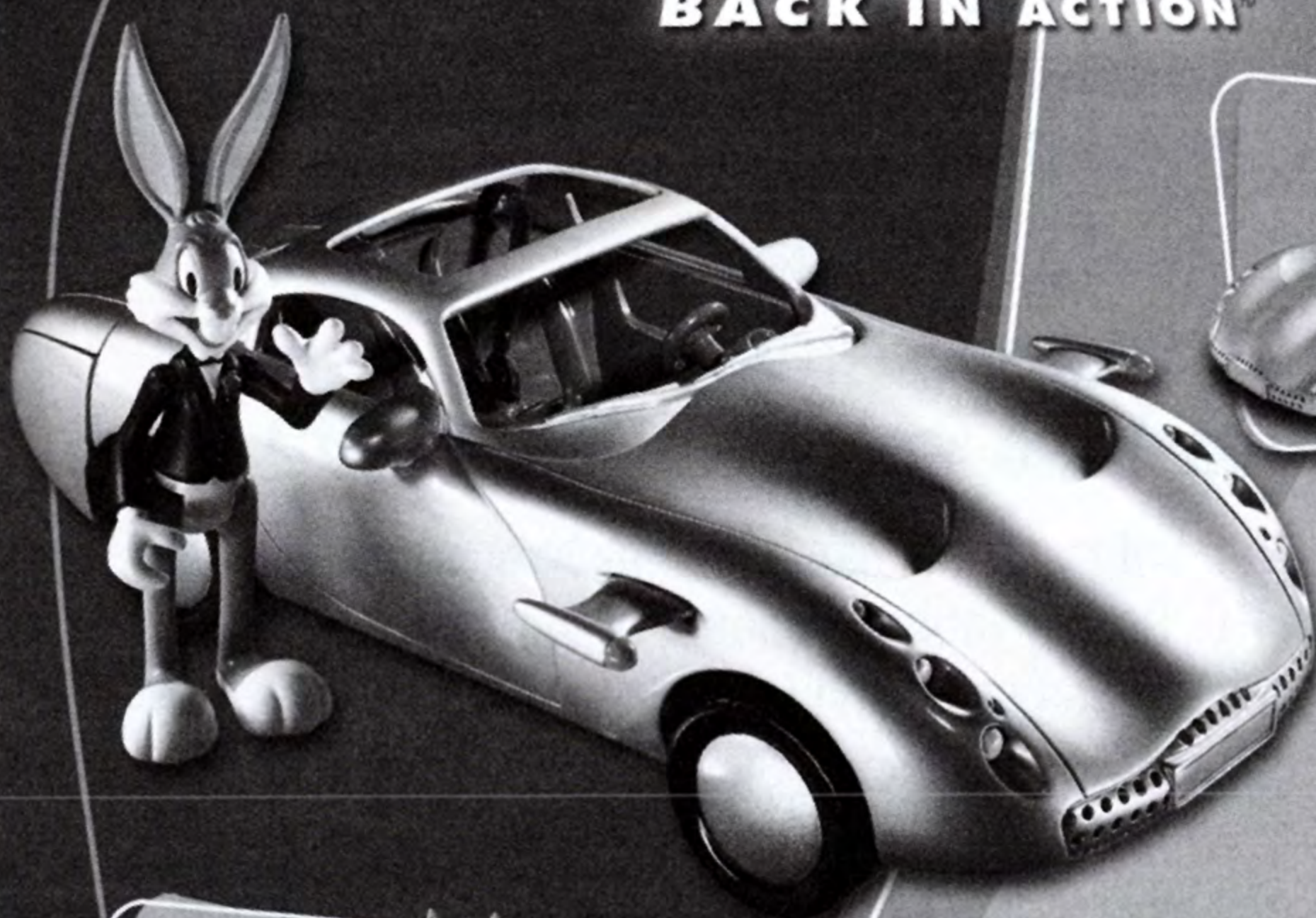


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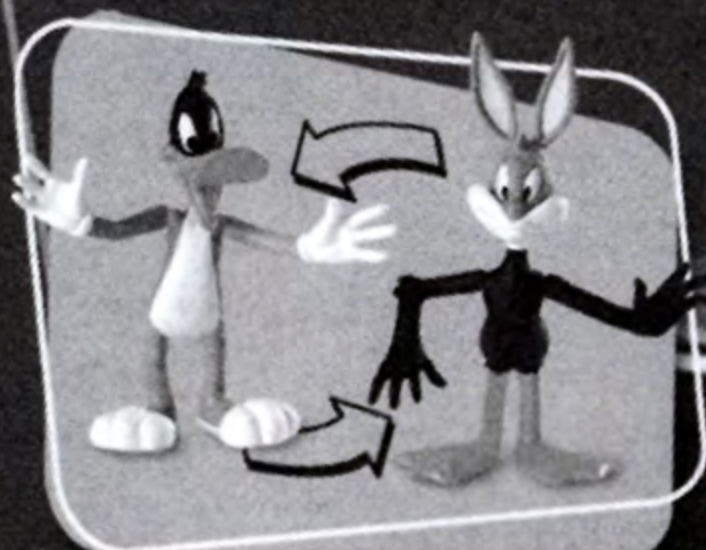
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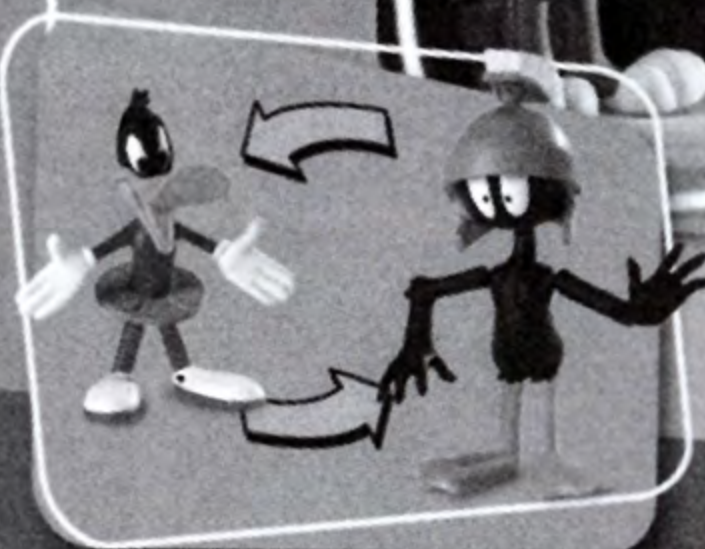
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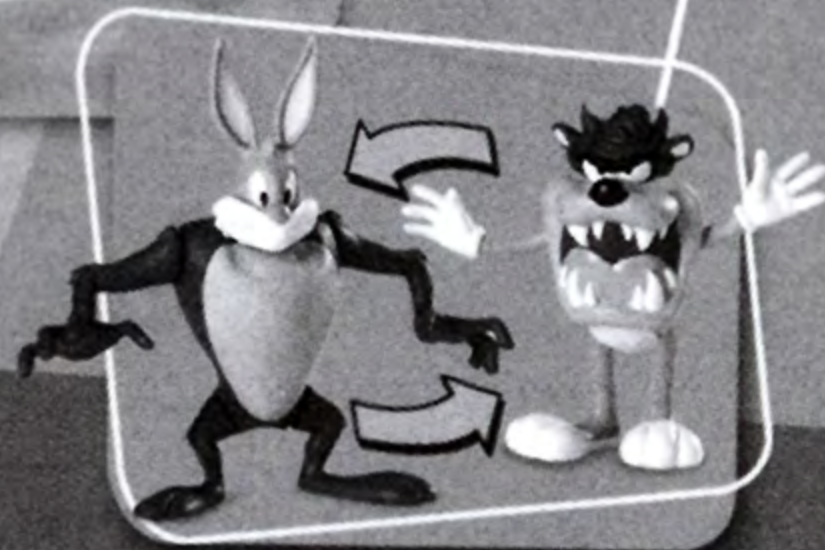
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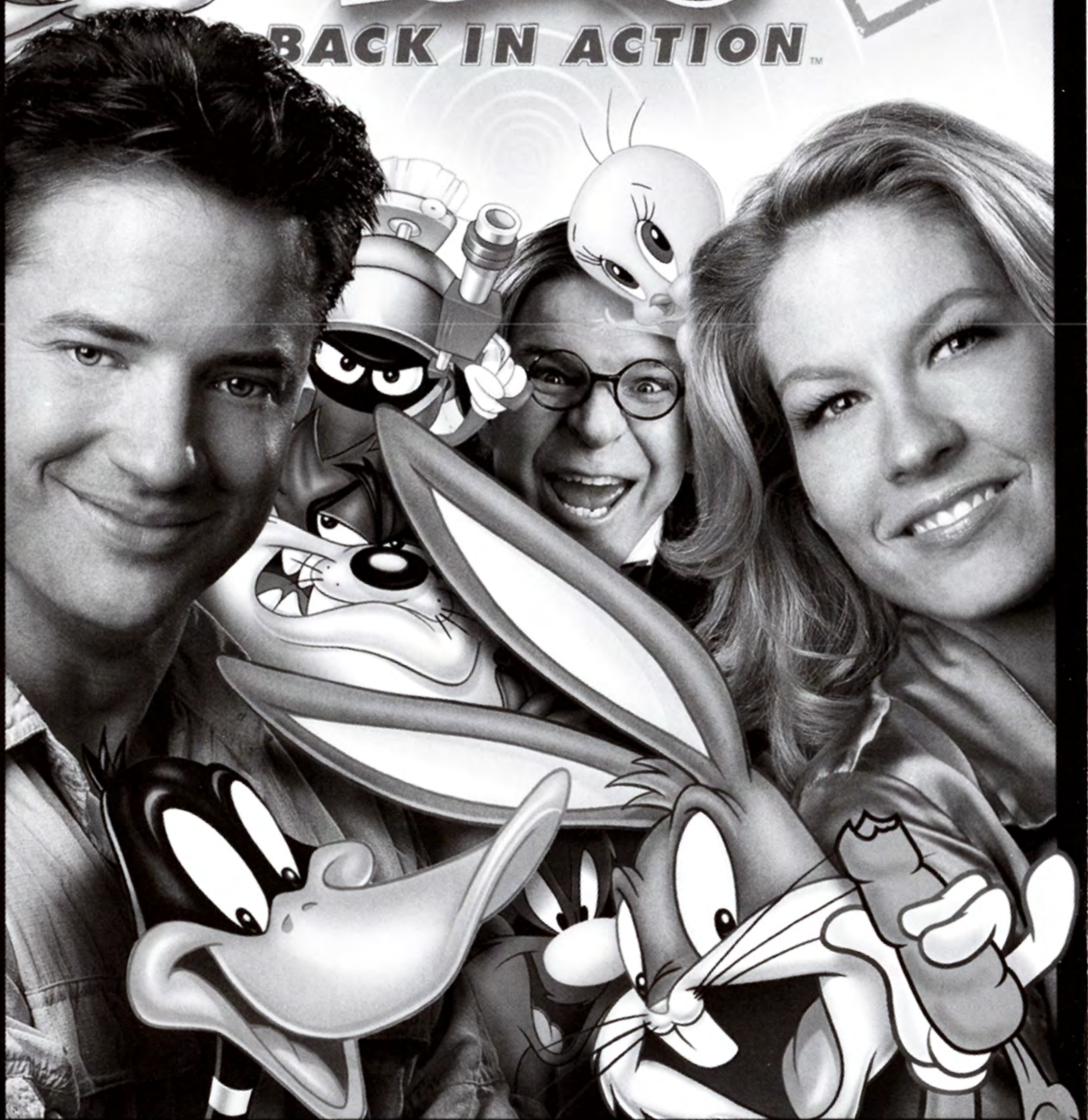
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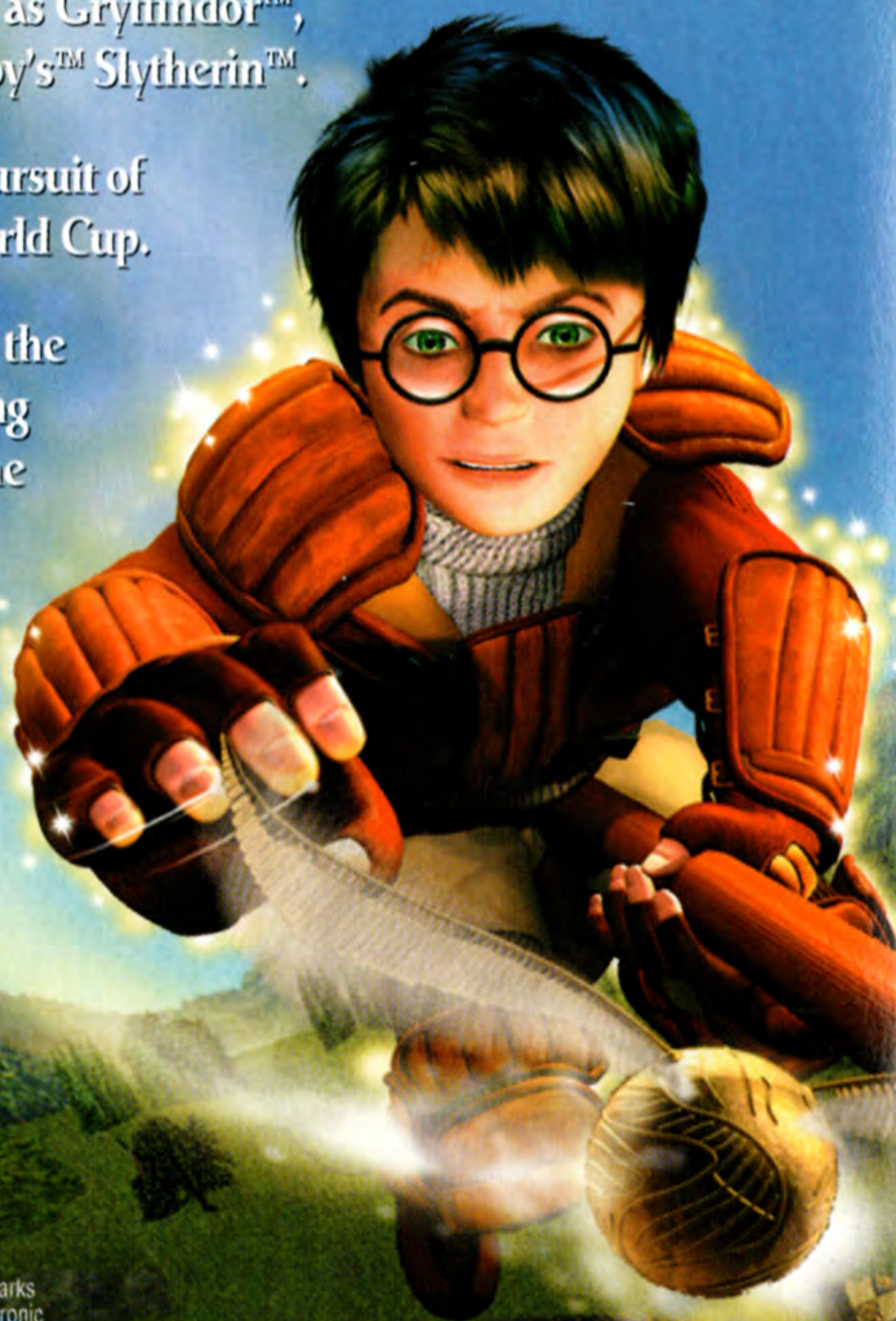
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