

ELIAS™ WANTED



EVERYONE
®
E
CONTENT RATED BY
ESRB



Info
INFOGRAMES™

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:

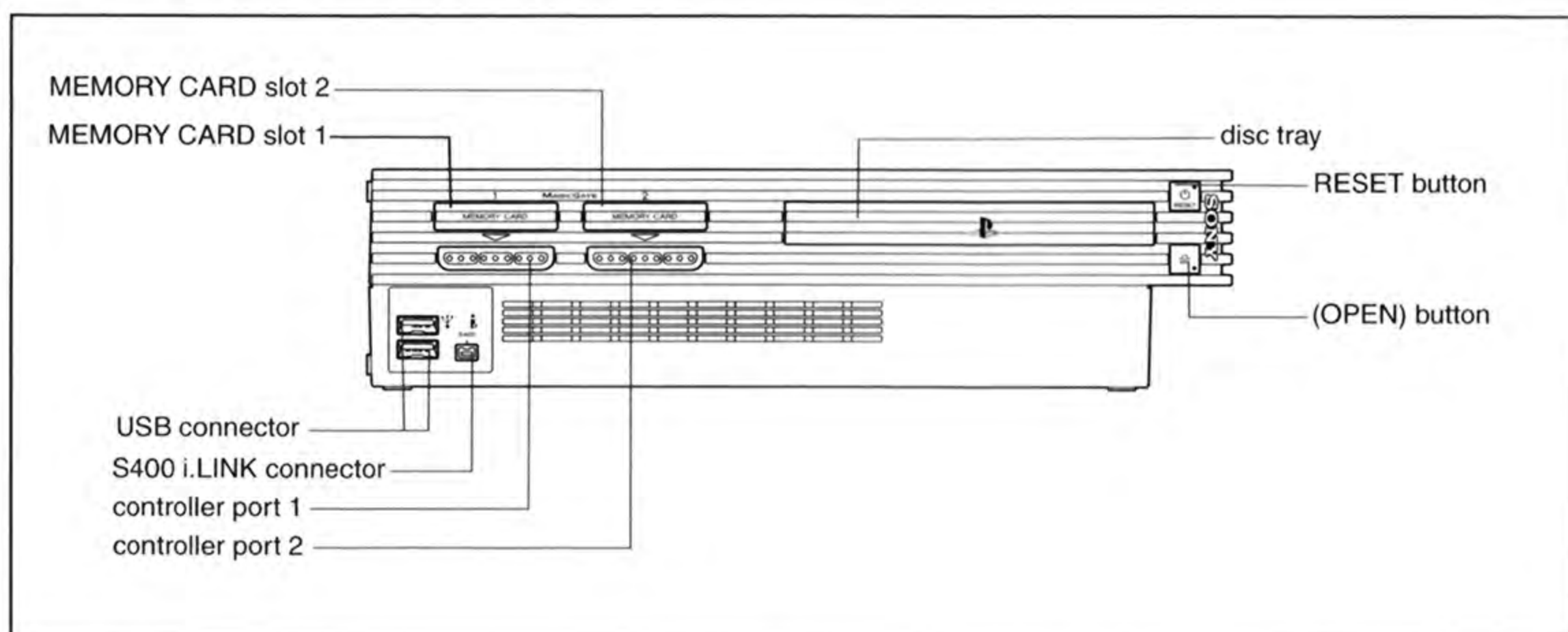
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

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GETTING STARTED



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

Insert your memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 if you wish to load a saved game or save a game. *Taz: Wanted* requires 175 KB of free space on your memory card to save your progress in the game.

To play a two-player game, connect a controller (sold separately) in controller port 2.

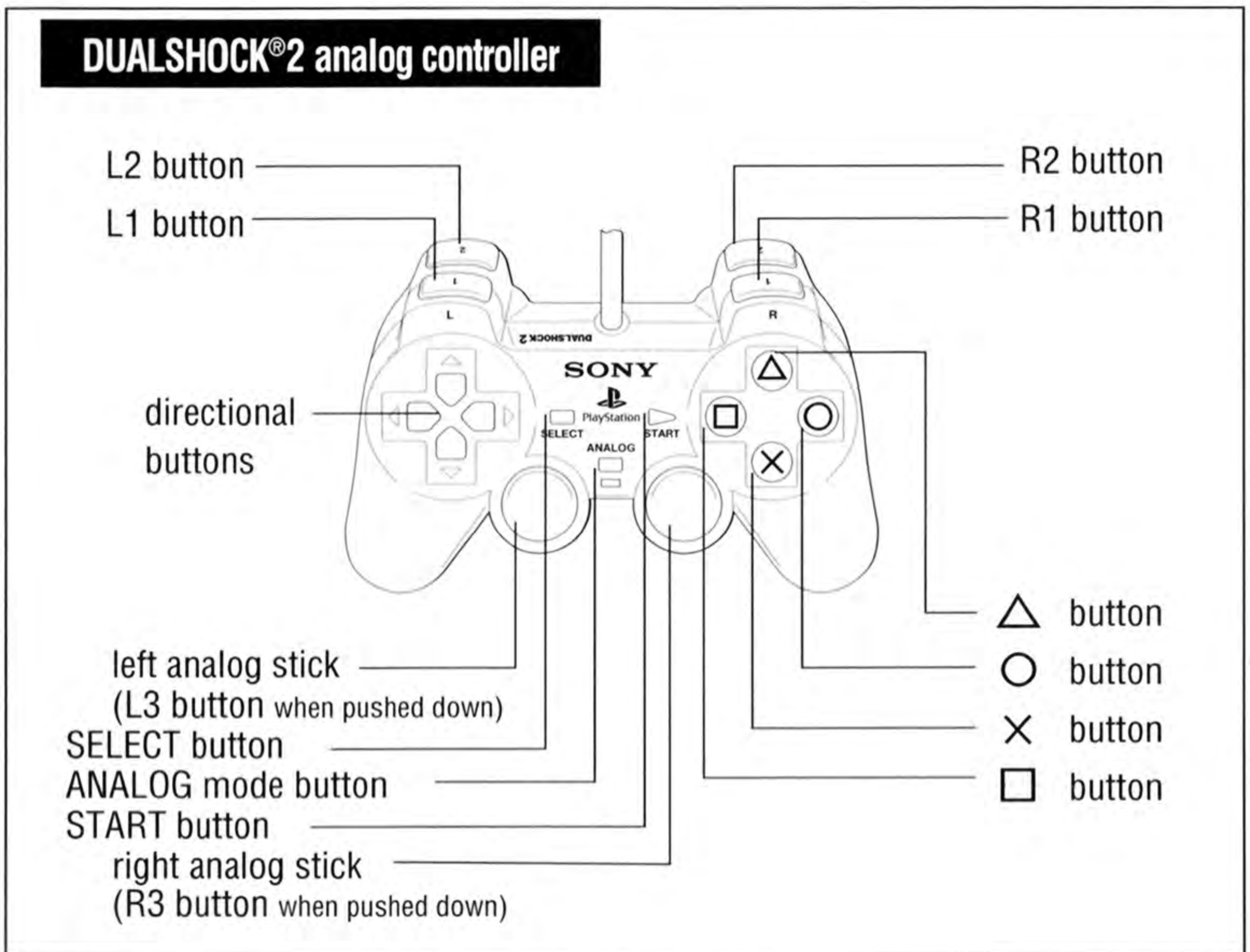
Note: Never remove the memory card or turn the console power OFF when loading or saving a game. It is also advised that you do not insert or remove accessories once the power is ON. Make sure there is enough free space on your memory card before commencing play.

The *Taz: Wanted* game supports both the DUALSHOCK® and the DUALSHOCK®2 analog controllers. Digital controllers are not supported.

Language Selection:

You can only set the language when you start the game.

CONTROLS



L1 button – Pan the camera right

R1 button – Pan the camera left

L2 button – Tiptoe

R2 button – First-person view mode

Left analog stick / directional buttons – Move *Taz*

Right analog stick – Move the camera

▲ button – Bite an opponent or eat an object. Once something is in *Taz's* mouth, press the ▲ button again to spit it out.

■ button – Rant or perform a special attack (when in costume)

× button – Jump

● button – Spin (to destroy items and spin up sloping walls)

START button – Pause the game

SELECT button – Access the Map



Vehicles

You will come across different vehicles in the game, and they all use the same controls:

Left analog stick / directional buttons – Control direction

● button – Accelerate (if possible)

× button – Jump with vehicle (if possible), or enter / exit vehicle

LET'S SPIN!

Yosemite Sam has hatched a devious, cunning plan to turn the island of Tasmania into a cheesy theme park.



There is only one obstacle between Sam and ultra-richness — the *Tasmanian Devil*! So *Taz* is soon captured and brought to the Yosemite Zoo ...



Not surprisingly, Sam's zoo is no match for our furry hero and he must now find his way back home to Tasmania. It's up to you to take control of *Taz* and guide him home. But watch out, Sam has alerted all his forces of highly trained *Taz* Catchers to stop you and there's a price on your head for anyone who captures you.

Posters

In each area you visit, there will be seven Wanted posters. If you don't want anyone to know you're on the run, you'll have to destroy all of these to clear each area. Once all three areas in a world have been cleared, you can proceed to the next world, and eventually Tasmania.



Sandwiches

By eating 100 sandwiches in an area, you'll open a bonus game.



Bounty

The bounty on your head increases as you destroy the objects in the areas. As this bounty reaches certain levels, you will get access to new options from the Extras option (in the Main Menu). The bounty decreases every time you are caught.



MAIN MENU

Maneuver through the menu screens and highlight options by using either the left analog stick or the directional buttons. To confirm each choice, press the **✕** button. Press the **▲** button to cancel a selection and return to the previous screen.



Start Game

Once you choose to start a new game, you'll see three caves. Each cave can store your progress in one game. So you can have three saved games at any one time.



Start a New Game

To start a new game, move *Taz* to an empty cave. Choose a character to use as a save icon, then enter your initials.

Continue or Clear a Saved Game

To continue a previously saved game, move *Taz* to a cave with a saved game (you'll see a character icon and initials) and select "Continue this game." To delete a saved game, select "Clear this game."

Game Options

Difficulty ("Daffy-culty")

Select a difficulty level: Standard, Advanced or Expert.

Vibration

Toggle the vibration function ON or OFF.

Adjust Screen Position

Center the picture on your screen.

Subtitles

With this option set to ON, all of the spoken in-game instructions are also displayed on the bottom of the screen.

Wide Screen

Toggle the wide screen function ON or OFF.



Audio Options

Adjust the volume of the music and the sound effects.

Two-Player

If you have two controllers connected to your console, you can try the two-player game modes:



Destruction

Smash your way to victory by eating and tearing through as many crates as you can.

Vehicle Race

Test your skills with three laps of racing on shopping carts, floor polishers or jet-bikes.

Time Trial

Spin across three treacherous landscapes before time runs out.

Tournament

Play a mixture of two-player games. To choose the games, select PULL and the contraption will start spinning. To keep any choices before pulling again, select HOLD. Once you are happy with the choices, select COLLECT and let the games begin!

Secrets

Play the three secret games that are unlocked when you complete the boss levels in the single-player game.

Records

Go here to see the best scores that you've racked up so far.



Extras

As the game progresses, make sure to check in here often to see the bonuses that you've unlocked during the game. You can also check out the game credits here.

PAUSING THE GAME

Press the START button to pause the game. When you pause within a level, your current score and level of completion are displayed. From this paused game screen, you can use the directional buttons or the left analog stick to toggle between Map and Options, then use the **X** button to select the one you want.



Map

This is a Map of the area that you are currently in, indicating your own position and the location of the Wanted posters in that area. Select a poster and press the **■** button to bring up a hint that may help you with the solution. The Standard difficulty level gives you up to two hints

(press the **■** button twice; one hint will be more detailed than the other), Advanced gives you only one hint, and Expert gives you none. Press the **✕** button to see a brief animation of the selected poster's location.



Options

- Music Volume
- Sound Effects Volume
- Vibration ON/OFF
- Subtitles ON/OFF
- Exit Game / Return to Hub
(to get back to the Main Menu)



SAVING

Your progress will be automatically saved every time you enter an area from the Hub, or exit an area and return to the Hub. So to save your progress, simply exit the level where you entered it and return to the Hub. This will save the posters you have destroyed, the snacks you have collected, and whether you have found the Golden Sam Statue or not, but all destructibles are reset for you to try again!

Note: If your memory card already contains *Taz: Wanted* save game data, it will be overwritten with the new data!

SPECIAL POWERS

There are five different powers that *Taz* can achieve throughout the game:

Invisibility Potion

While under the influence of an invisibility potion, *Taz* can sneak past opponents and Whack-in-the-Boxes. Be careful though — it doesn't last long!



Super Burp Soda Can

If *Taz* eats one of the Super Burp Soda Cans, check for the green bubbles coming out of his mouth. You can press the **■** button to do a mega-powerful super burp that can destroy certain things that are normally indestructible, and defeat opponents at a distance.



Hiccup Soda

If *Taz* eats one of the Hiccup Soda Cans, he will start to hiccup uncontrollably for a short period of time. These super-high jumps can be very useful to reach areas that are normally too high up.



Mega Hot Chili Peppers

If *Taz* eats one of the Mega Hot Chili Peppers, you can press the ■ button to breathe a gust of fire, which can destroy both your opponents and your surroundings.



Bubble Gum

By eating a piece of bubble gum and blowing a bubble, *Taz* will be able to fly for a short time. Press the ■ button to pop the bubble.



SPITTING

Most objects in the different areas are edible. Simply walk up to the object and press the ▲ button to swallow it. Now here's the funny part: if you press the ▲ button again, you will spit out the object as a powerful projectile! This is a very useful move when you cannot reach an object that needs to be destroyed, or even to defeat some opponents!

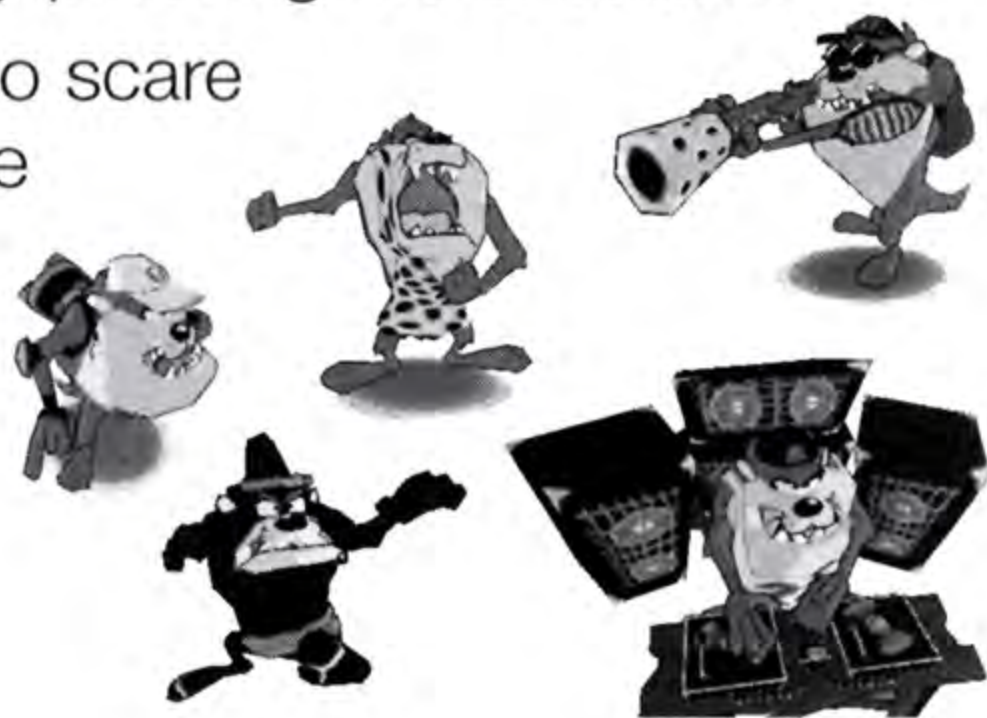
Note: You can use the "in-*Taz*" view (press the R2 button to activate) for even greater accuracy!

COSTUMES



All areas in the game have a number of *ACME* Dial-a-Costume phone booths that, if entered, will give *Taz* a disguise that helps him avoid the opponents. Each costume also awards *Taz* a special attack, which is available by pressing the ■ button.

Use the special attack on the *Taz* Catchers to scare them from the level permanently. **Note:** Once you use a special attack, you will lose the costume. If an opponent captures you, you will also lose the costume. However, you can enter the booth again to get a new one.



SPIN TO WIN

By using the spin (● button) you will be able to destroy objects, disable opponents and even travel up walls.

The Tasmanian Devil can also achieve a super-spin. To do this, stay on the same (flat) spot and hold down the ● button for a couple of seconds first. Then push the left analog stick or the directional buttons to speed off in the desired direction. This can be very useful for getting to unknown places and up steep walls!

OBSTACLES



The most powerful obstacle in Sam's arsenal is the blue "Whack-in-a-Box," which prevents *Taz* from reaching certain areas. Luckily, spinning on the Spin-Pads can temporarily disable them.



GRAMOPHONES

The gramophones can only be destroyed by very powerful explosions, so *Taz* must do his best to avoid them, blow them up, or just live with their hypnotizing influence.



OPPONENTS

Most opponents can be defeated by simply spinning into them, while others must be defeated with special powers or attacks.

Experiment to find the best ways! Scare away *Taz* Catchers from an area by defeating them using the Special Costume attack. But beware, if they get hold of you, you will be whisked off to another part of the level and thrown in a cage.



BONUS GAMES

All levels (except Tazland A-maze-ment Park) have a bonus game that is unlocked if you eat 100 sandwiches in the level. You will find the entrances to the bonus games right outside the level's entrance / exit, in the Hub area, as a blue phone box.

If you successfully complete the bonus game, Sam will raise the bounty on your head even more!

You can replay each bonus game as many times as you wish (once unlocked, they are also accessible from the Extras option in the Main Menu), but you can only get the bonus once.

PLANET X™

When you have escaped Yosemite Zoo, you will find that in each world Hub is a door that looks only slightly out of place. By entering this door, you will be transported to Planet X™, and from there you will be able to get to any other world Hub that you have completed. This is especially useful when you want to return to a previous level to collect all the goodies that you missed.

BOUNCY BOUNCY

To help you get to seemingly inaccessible places, some items have special bouncing properties. Jump on anything that looks bouncy (such as sofas, tires, mattresses and life preservers), and hold on to your hat!



INFOGRAMES WEB SITES

Infogrames has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

<http://www.looneytunes-games.com>

<http://www.us.infogrames.com>

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Infogrames web sites contain such things as:

- Hints and Tips
- Demos
- Interviews
- Competitions
- Community
- And much more

We are constantly updating our web sites, so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.ina-support.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive **Tech Support** at **(425) 951-7108**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**.

When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:**

Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). Note: We may be closed on major holidays.

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

LICENSE AGREEMENT

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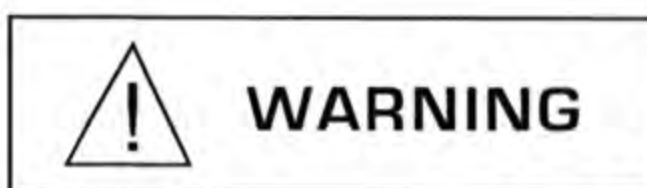
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Epilepsy Warning



READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. 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 or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement



Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement



This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Infogrames Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in New York, New York, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction.

Notwithstanding anything contained in the foregoing Paragraph to the contrary, Infogrames Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Infogrames Interactive's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief. For the purposes of this Paragraph, both parties submit to the jurisdiction of, and waive any objection to the venue of, the state and federal courts of the State of New York.

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Music Titles

Intro
Capture
Jungle Menu
Dead Zeppelin
Blink Misfit
Cookie
Winnet
Elephant Pong
Mucky Mick
Exit the Giraffe
The Biological Brothers
Dr. Red
Gladiatoons
For a Couple of Quid
Feelers of the Lost Tart
Spam-a-House of Horrors
Mr. Marvin
The Terrific 4 & a Half
With Jam In
Disco Volcano
Revenge of the Birds
Game Extro

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COMPUTER ENTERTAINMENT SYSTEM

Zapper

One Wicked Cricket

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