Nintendo

GAME BOY COLOR

CGB-BLAE-USA

LOONEY TUNES™

MARVIN STRIKES BACK!

INSTRUCTION BOOKLET

INTERACTIVE ENTERTAINMENT

WB

™

ONLY FOR GAME BOY COLOR

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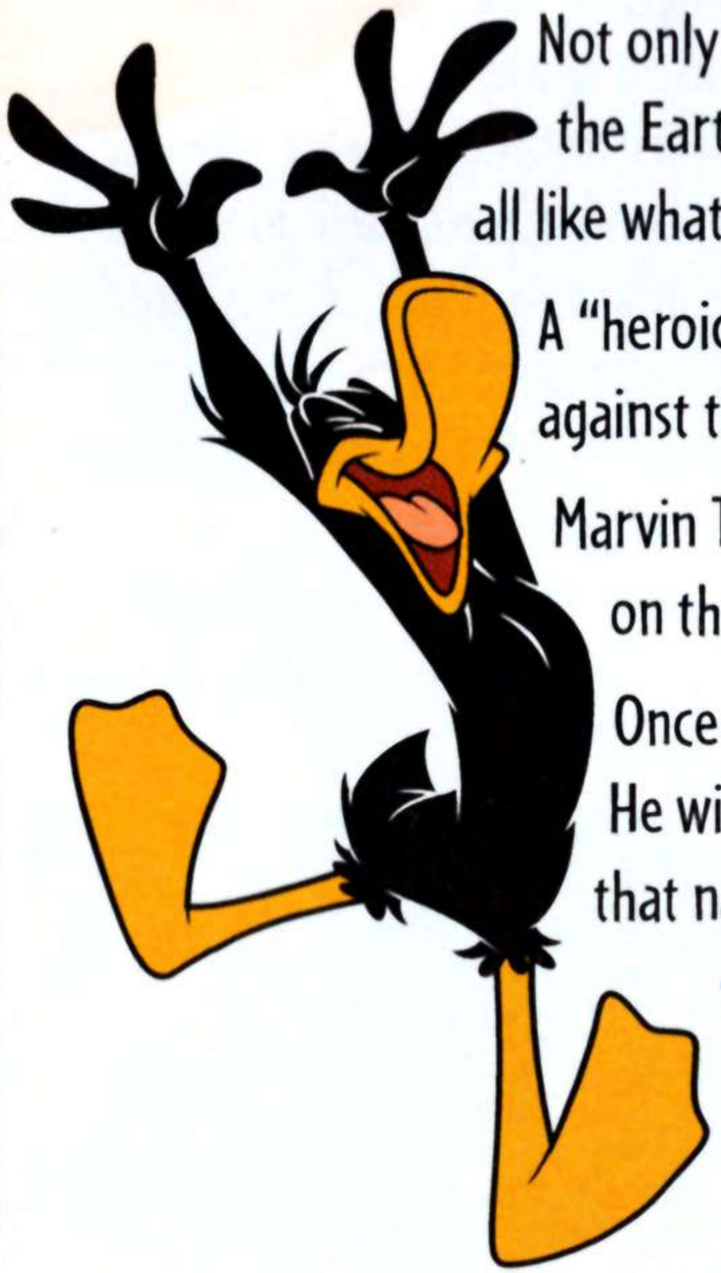
TAKE CARE OF YOUR GAME PAK

- Do not expose the pak to water, dirt, excessive heat or cold. If your cartridge gets wet, be sure it is completely dry before you use it again.
- Don't try to take your cartridge apart.
- Don't bend it or expose it to violent shocks.
- To clean the cartridge, wipe it carefully with a cloth dampened with soapy water. Don't use paraffin, solvents, alcohol or other cleaning products.
- This game has been especially designed to fully exploit the capabilities of the Game Boy Color.

Marvin The Martian™ is soooooo angry !



Not only was he defeated and sent back to Mars after his last attempt to destroy the Earth, but now he is receiving TV Broadcasts from Earth, and he does not at all like what he sees:

A "heroic" Daffy Duck™ starring in a bad sci-fi movie as the savior of Earth, against the menace of "that stupid Marvin The Martian," played by Porky Pig™!

Marvin The Martian, an intergalactic laughing stock? This is too much! Marvin is on the Warpath.

Once again, with the help of his trusty Lieutenant K-9™, he will travel to Earth. He will track down all the Looney Tunes™ that made fun of him – especially that nasty duck. Last time, he lost. But that was just an accident!

This time, Marvin will get his revenge!

Getting Started

- Insert the Game Pak firmly into the back of your Game Boy® Color.
- Turn the power switch ON.
- Use the Control Pad to select a language by picking the proper flag.

Game Controls

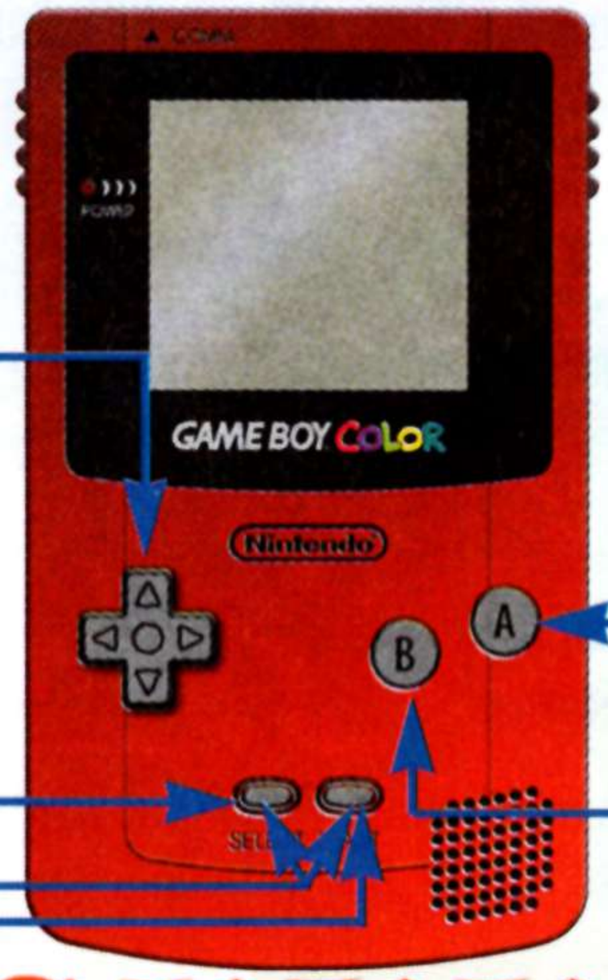
- **Link Cable :** Transmits data to another Game Boy Color so you can play Real Time games and trade characters.

- **Control Pad:** Move everywhere!

- **Select:** This displays the character menu so you can select the Looney Tunes character you'd like to play.

- **Start + Select :** Displays Main Menu.

- **Start:** Displays the Inventory list.



Infrared Link: Same use as the Link Cable (Use this for Two-Player games and trading characters.)

"A" Button: Makes your hero do his or her special action (Marvin will shoot his Bubble-Gun, K-9 will jump, Speedy Gonzalez™ will dash, and so on)

" B " Button: Uses the selected Inventory object in game; Exits from menu.

Game Options

In the Title screen, you can choose to play a single-player ADVENTURE game or 2- PLAYER real-time game.

ADVENTURE mode: When entering the Adventure mode, you need to create a file to save your game. First pick a file slot. Then spell out a name for your Saved game file, select OK, and you are ready to play!

Once you have saved games onto your Game Pak, you can load, copy or delete game files from the "File" menu at the beginning of the Adventure mode.

Adventure Mode Menus

INVENTORY: The items you collect in adventure mode are stored in your Inventory. To access the Inventory menu, press **Start** during the game. Press the **B Button** to use the selected item during the game.

CHARACTER: Use this menu to select the playable character you want to play with. Press **Select** during the game to display the character menu. Each playable character has a special ability that you can use in the game by pressing the **A Button**.

MAIN: To reach the main menu, press **Start** and **Select** at the same time. Only four options are available in this menu when the game begins, but more become available as you go along.

CHARACTER GALLERY: Here are the portraits of all the characters you've collected. All of these characters will be available for trading once you've defeated Daffy Duck. The portraits are organized in sets. When you've collected all the characters on a page, you have a complete set. You unlock secret missions by completing sets on the pages of the gallery marked "SECRETS"!

SAVE: You can save your game at any time. Select Save and press the **A Button**.

QUIT: You can quit the game by selecting quit and pressing the **A Button**.

CREDITS: You can see who created this wonderful game.

2-Player Mode

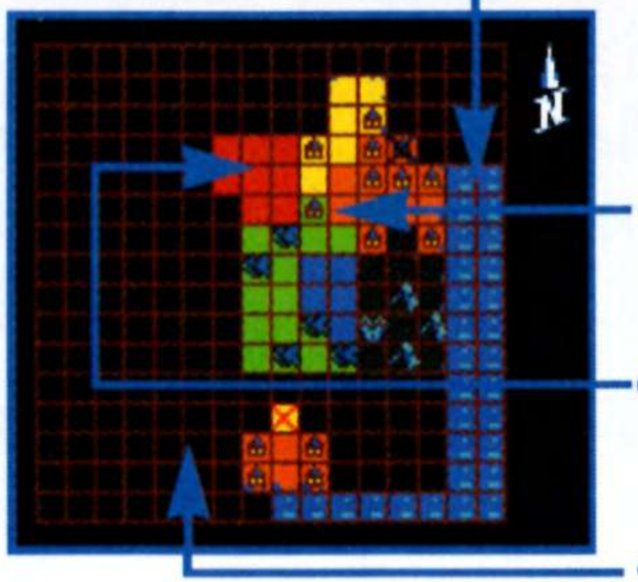
This mode allows you to play one of 3 real-time games against another Game Boy Color player, just for fun!

Pick **2-PLAYER** in the title page to start a real-time game. Once you've picked a game, you need to have a connection between the two Game Boy Colors, either with a Link Cable or through the Infrared Link (see page 17 for more information on how to establish a proper connection).

Press the **A Button** to start the game with your friend and have fun!

The Game Map

Throughout the game you can access a map that will tell you where you are in the game at that moment and where you can go. If you unlock any secret missions, a blue X will appear on the map where it starts.

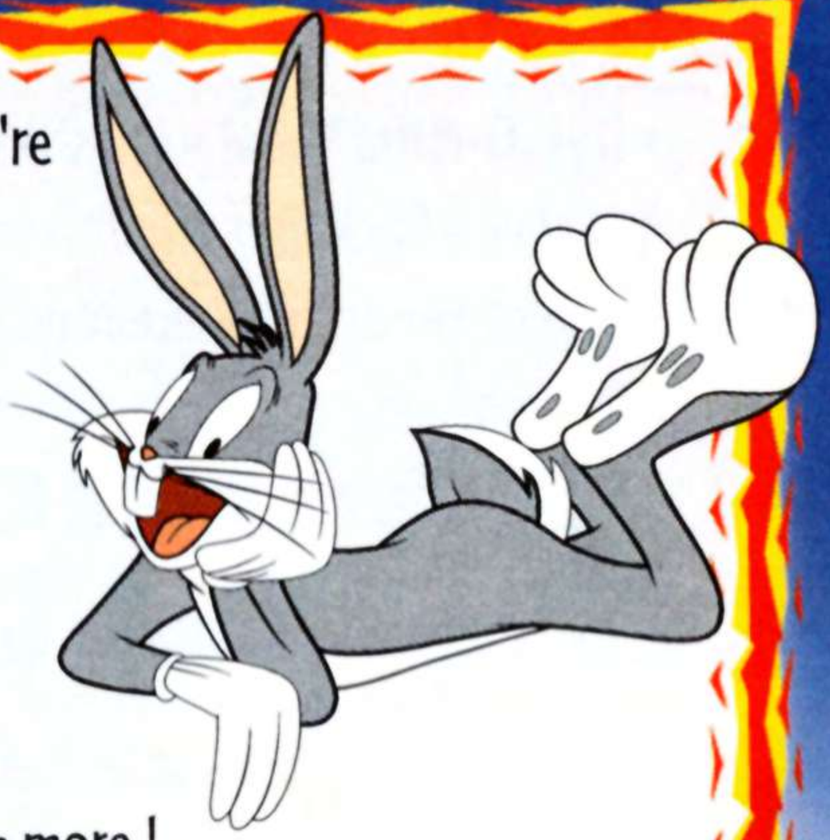


- **Blue X:** The location of a secret level!
- **Colored tiles:** Discovered areas
- **Red X:** Your current location
- **Black Tiles:** Non- discovered areas

Useful Items

You'll find or buy a lot of useful items throughout your adventure. Some of these items can be used immediately. Others will be placed in your inventory for later use. To use an item in your inventory, press **Start** to bring up the inventory screen, use the **Control Pad** to select an item, then press the **A Button** to activate it. Press **Start** again to return to the game. When you want to use the activated item during play, press the **B Button.**

- **Atoms :** Marvin is revitalized by those Martian isotopes. Hopefully the saucer's crash has scattered them all over Earth. But watch out, some have turned unstable in the accident!



- **Map of Earth:** Very useful for finding your way around, especially if you're from Mars. Check it frequently!
- **Radar:** This piece of Martian tech helps you locate anything that's Martian (pieces of technology, Instant Martians).
- **Big Heart:** Pick this up for a complete burst of energy.
- **Gold Coins:** Jump on roaming enemies to get these valuable coins. You can also find them scattered throughout the game, waiting for you to scoop them (if you can get them!). Collect as many as possible and use them to pay for things in the store, entrance to special places, and much more !
- **Blocks of Sulfur:** Marvin's Saucer needs fuel. Once it's repaired it will need a lot of Sulfur to fly. It's stinky but hey, it works!
- **Martian Ammunition (Purple):** These are soap reloads for Marvin's Bubble Gun. Bubbles can be used to capture earth specimens or to activate levers from a distance.
- **Earth Ammunition (Green):** These are bullets for Elmer Fudd™'s weapon. You can use the weapon to destroy rocks and get access to new places.
- **Treasure Chest:** Most often they are full of Gold Coins, but sometimes there's a trap, so beware!
- **Key:** Keys will open doors if you match the right colors.

- **Dyn-O-Mite:** These explosives will help you unearth secret passages and fight off some of your foes!
- **Surprise Package:** What's inside of these ? Surprise, surprise! Each time it's different!
- **Bag of Seeds:** Birds are fond of these.

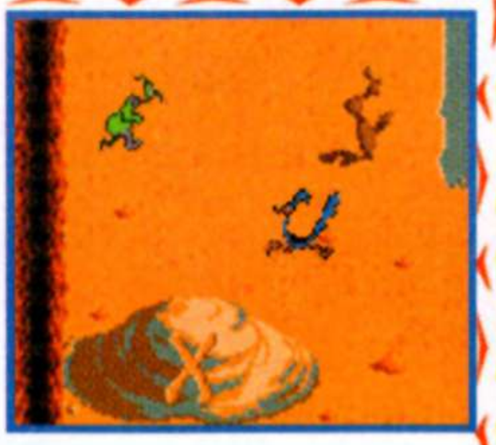
Collecting and Selecting New Characters

When you begin the game, Marvin The Martian is your only playable character, but you will meet other Looney Tunes characters very quickly. You will have to capture most of them to use them. Characters with special abilities will tell you about them when they join you.

These characters then become playable characters and are listed in the Character menu. Characters without special abilities won't appear in the Character menu, but they will become visible in the gallery.

Remember, you can switch to a different character at any time in the game! There will be times in the adventure when some characters will refuse to play. Don't worry, there must be a good reason. Don't insist, just try again later.

The Characters



Marvin The Martian needs to use the special abilities of all the Looney Tunes he will have captured to completely defeat Daffy Duck.

By the end of the game, you'll have access to up to fourteen playable characters.

And there are 20 portraits to put in the "Friends" section of the gallery!

When you've defeated Daffy Duck, you will fill some of the 22 blank portraits in the "SECRETS" section of your gallery. To get the rest of the collection, you'll have to trade and wager characters by playing Real-Time games in the Cybercafe.

For instructions on how to wager and trade characters in the Cybercafe, please refer to page 14.

Characters	Playable / Non Playable	Exchangeable / Non Exchangeable
Marvin The Martian™	Shoots the Bubble-Gun - visits rabbit holes Flies (once the saucer is repaired)	N
K-9™	Jumps and visits rabbit holes	N
Yosemite Sam™	Allows you to use his boat	N
Elmer Fudd™	Shoots	N
Daffy Duck™	Swims	N
Bugs Bunny™	Jumps and visits rabbit holes	N
Speedy Gonzales™	Runs very fast - Enters mouse holes	Y - Friend
Road Runner™	Dashes above holes	Y - Friend
Papa of The Three Bears™	Throws items	Y - Friend
Marc Antony™	Punches projectiles back	Y - Friend
Lola Bunny™	Throws a basketball at enemies	Y - Friend
Tasmanian Devil™	Whirls and destroys rocks	Y - Secret
Tweety™	Flutters	Y - Secret
Sylvester™	Kicks	Y - Secret
Foghorn Leghorn™	Runs through obstacles	Y - Secret
Mot (Martian Baby)™	Moves object from a distance	Y - Secret

Characters	Playable / Non Playable	Exchangeable / Non Exchangeable
Martian™	N	Y - Friend
O'Pat the Leprechaun™	N	Y - Friend
Mama of The Three Bears™	N	Y - Friend
Junyer of The Three Bears™	N	Y - Friend
Granny™	N	Y - Friend
Sylvester Jr™	N	Y - Friend
Clyde Bunny™	N	Y - Friend
Pete Puma™	N	Y - Friend
Manuel Crow™	N	Y - Friend
Jose Crow™	N	Y - Friend
Sam Sheep-dog™	N	Y - Friend
Eggbert™	N	Y - Friend
Pepe Le Pew™	N	Y - Friend
Claude Cat™	N	Y - Friend
She-Devil™	N	Y - Friend
Smokey The Genie™	N	Y - Friend
Gruesome Gorilla™	N	Y - Friend

Characters	Playable / Non Playable	Exchangeable / Non Exchangeable
Witch Hazel™	N	Y - Friend
Porky Pig™	N	Y - Secret
Mugsy™	N	Y - Secret
Rocky™	N	Y - Secret
Hippety Hopper™	N	Y - Secret
Minah Bird™	N	Y - Secret
Gossamer™	N	Y - Secret
Count Bloodcount™	N	Y - Secret
Barnyard Dawg™	N	Y - Secret
Henery Hawk™	N	Y - Secret
Ali Baba Genie™	N	Y - Secret
Wile E. Coyote™	N	Y - Secret
Penelope™	N	Y - Secret
Ollie Owl™	N	Y - Secret
Big Ghost™	N	Y - Secret
Little Ghost™	N	Y - Secret

Cybercafes

There is a Cybercafe in each city you visit. You'll have to pay 10 gold coins to enter. Once you are inside the Cybercafe, you can trade items/characters and play a game against a friend on his/her Game Boy Color. Go to the appropriate tile to either trade characters and items or play a game directly.

Trading Items and Characters Via The Link Cable or the Infrared Link

You can only exchange characters once you've entered the second part of the game by defeating Daffy Duck. But you can play the Real-Time games and exchange items with another Game Boy Color during the first part of the game by visiting the Cybercafe.

Using The Cable Link:

- Find a friend to play with you.
- Go to a store in a city, go inside and go to the last room. At the door of the Cybercafe, you will be asked to pay an entrance fee. Better have some gold Coins on you!

- Insert the Cable Link on the left side of each Game Boy Color.
- Step on the Bet icon and pick the Item or Character you want to wager. You can also choose not to bet and go directly to the next room to choose a game to play. Please note that both players must wager something in order for the bet to be valid.
- Pick the game you want to play with your friend (see page 17 for more information on the different Real-Time games).
- Start the game! If you win, you get the item or character your opponent wagered. If you lose, you forfeit your stakes to your opponent. Remember that to discover all of the game's secrets, you need to collect characters from another Game Boy Color.

Using The Infrared Link:

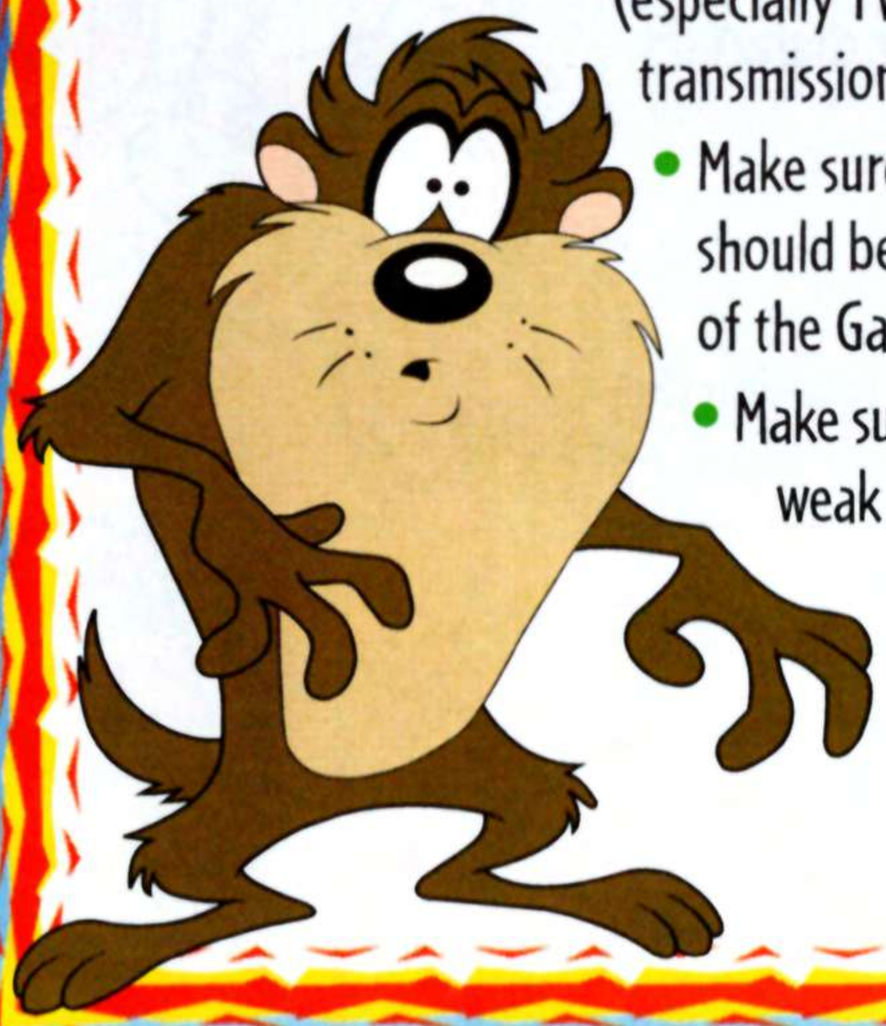
If you don't own a Link Cable, you can also try to play with a friend by using the infrared connection. Proceed in the same way as for the Link Cable but instead of inserting a Link Cable, please do the following:

- Make sure your Game Boy Color units are facing each other correctly. The best connection distance is between 1 and 3 inches apart. The arrows on your Game Boy Colors should be directly across from each other.

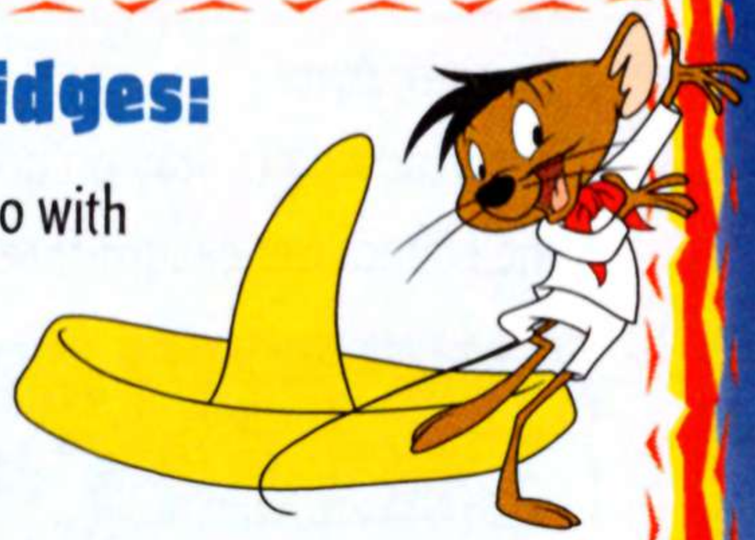
- Don't move the Game Boy Colors too much once connected. Don't worry if the game disconnects, you can easily reconnect by re-aligning the arrows on your Game Boy Colors.

The infrared connection is sensitive to external conditions, so when you play Real-Time games through the infrared link:

- Don't play near a powerful lamp or outside in the daylight. The light can create parasites in the transmission.
- Don't try making an infrared connection near other appliances that use infrared transmissions (especially TV or stereo remote-controls). They, too, can create parasites in the transmission.
- Make sure you are playing at the right distance. The two Game Boy Colors should be between 1 and 3 inches apart. Also, make sure that the arrows on top of the Game Boy Colors are directly opposite each other.
- Make sure that you have a good power-source. The infrared signal will be too weak to be read if your batteries are low.
- Make sure that you follow the on-screen instructions when starting to play. In the "Begin Connection" screen, players should press the **A button** one after the other to begin the game properly.



Interaction Between 2 different Cartridges:



You can now exchange characters with not only the same Game Pak but also with another one !! The 6 Real-Time games featured in Looney Tunes Collector Alert! & Looney Tunes Marvin Strikes Back! will allow you now to also exchange characters between two different Game Paks! You'll have just to follow the same instructions than the ones given above.

2-Player Real-Time Games

There are six different and fun 2-Player games. Each can be played in a few minutes (during recess, for instance). They are each based on your skill, speed, and trick moves!

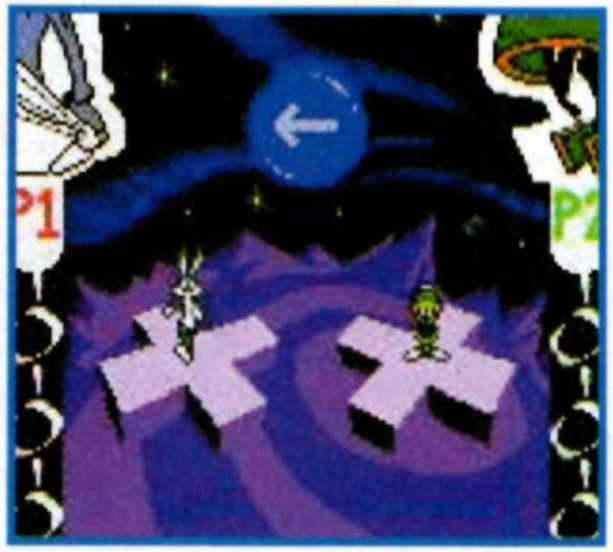
You can play these 2-player games directly from the 2-player menu. You can't wager items or characters on these games.

- **Rock, Paper, Scissors**

  The rock breaks the scissors, the scissors cut the paper, and the paper covers the rock. Press the **Control Pad** after the green light goes on to select one of the three options. Outguess your opponent to win!

- **Danger Zone**

  Keep moving to stay on green flagstones. If you get caught on a flagstone when it turns red, you've lost the round. Get caught three times, and you lose the game!



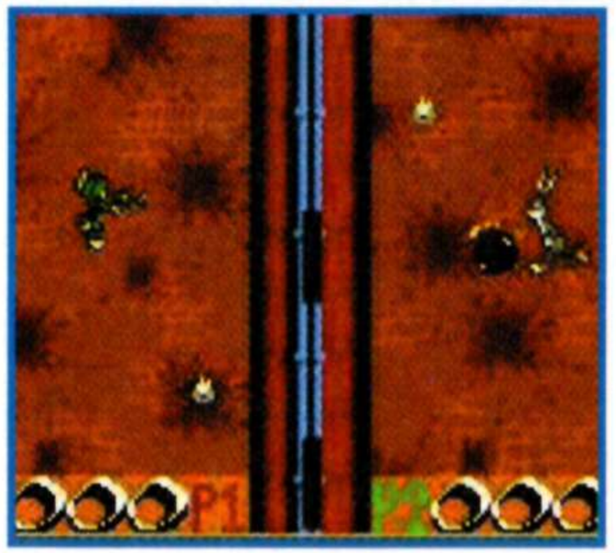
- **Simon Says**

  Watch the screen to see what Simon says. Follow Simon's instructions and press the right button.
  The first person to make 3 mistakes loses!

There are three other 2-Player games that you can play from any Cybercafe, where you can wager items and characters on the following games:

- **The Ping-Pong Bomb**

  Play a game of hot potato, with explosive results! Throw the bomb back to your opponent and hope it doesn't explode on your side!

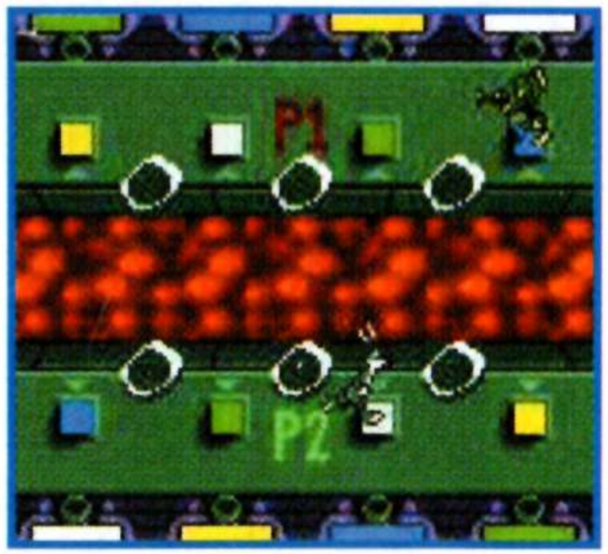


- **The Seeking Fireball**

Once the blinking light has reached its final position, dash around the board and be the first to step on the highlighted tiles to shoot the Seeking Fireball at your enemy!

- **The Rainbow Cannons**

Walk on the colored tiles to shoot your cannons. Your opponent will keep moving, so aim quickly and true.



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If you encounter a defective product issue, you must call Tech Support at 425-951-7106. If we agree, we will issue you a Return Merchandise Authorization Number. Make sure you include this RMA#, along with your full name, address and your phone number within your return in case we need to call you. Any materials not containing this RMA# will be returned to you. Your mail should be sent to:

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