(Nintendo)



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CONTENTS

Start Your Engines	
Controls	4
Menus	5
Championship Mode	£
Arcade Mode	
Options	7
Characters and Vehicles	8-11
Sylvester's™ Race Shop	12
The Races	13-14
ACME™ Power-ups	15-17
Your Display	18
Technical Support	19
Limited Warranty	19
License Agreement	20



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

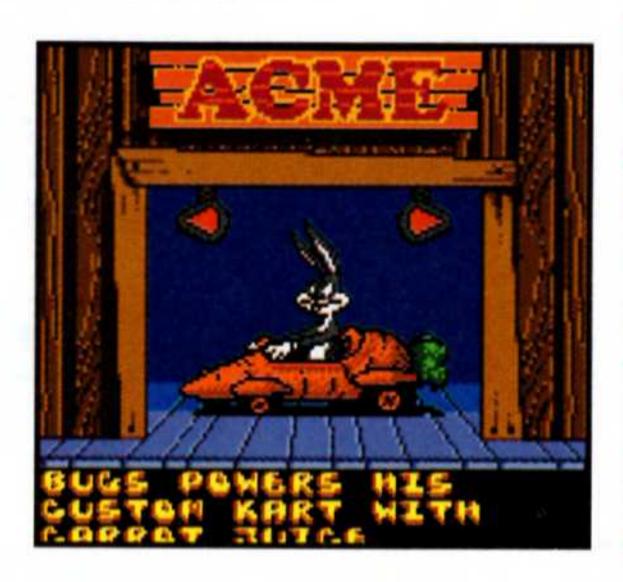
Here, you can also clear a saved game. Note: Looney Tunes Racing has a battery back-up feature to save and resume a game at your convenience.





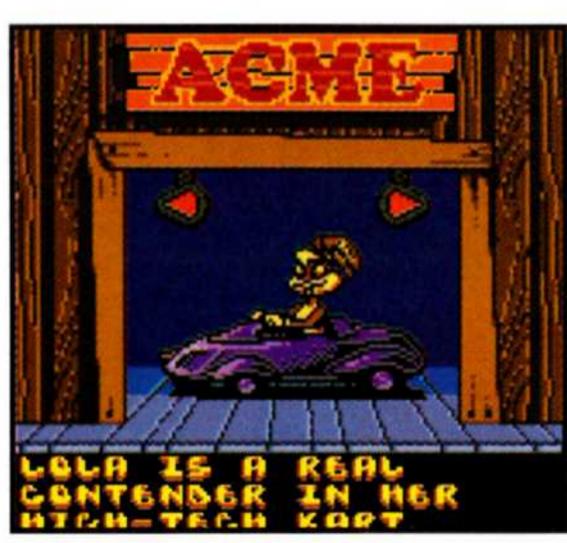
There are eight Looney Tunes racers in all—four initial starters and four that can be earned. Each character drives a custom vehicle that is reflective of their unique personality. The four starters are:





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





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



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!

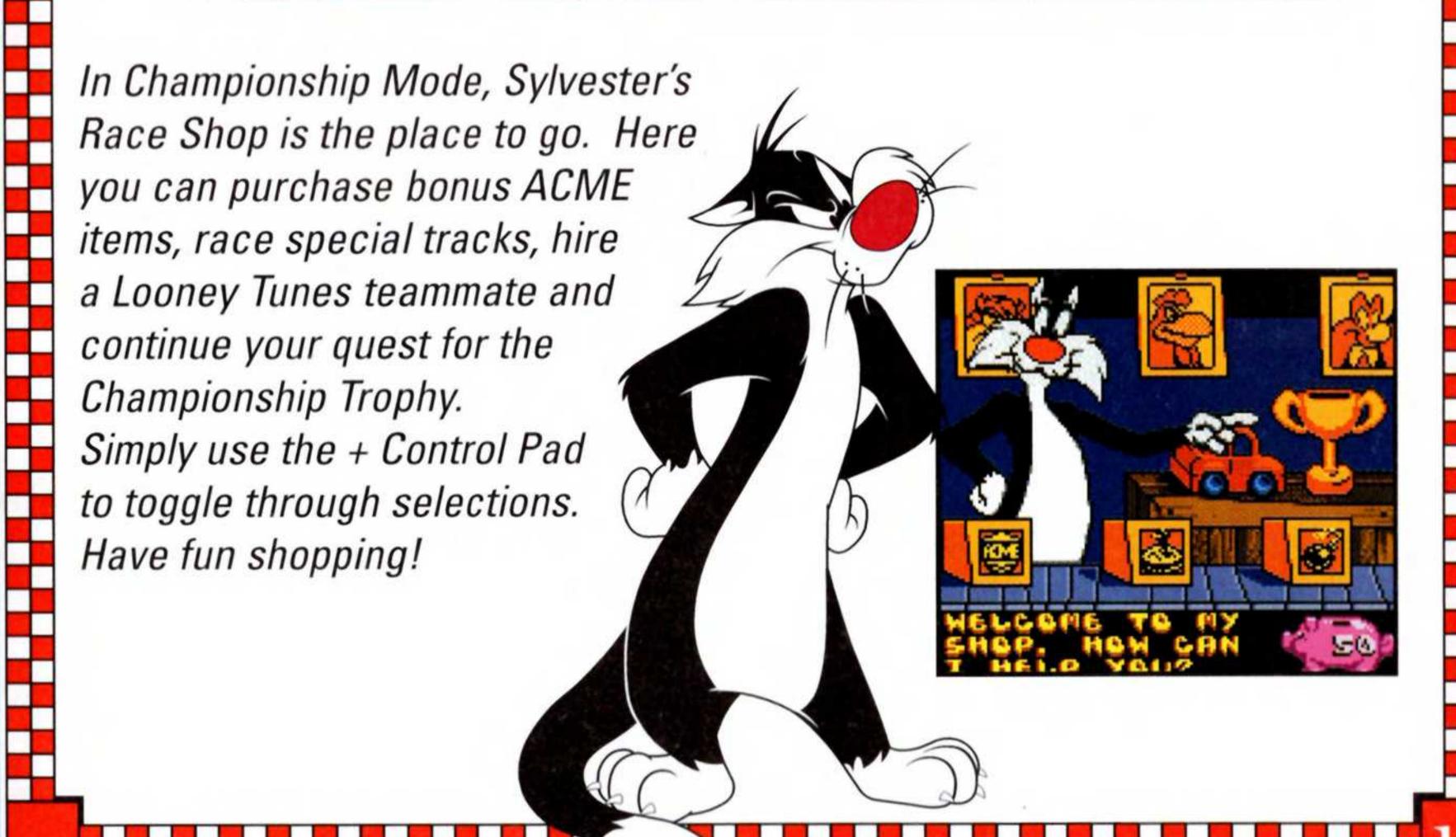




Everyone's favorite cunning coyote has adapted ACME™ technology to make his rocket-car – and it can actually steer! Surely catching Road Runner will be simple with this contraption? If only...

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



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!

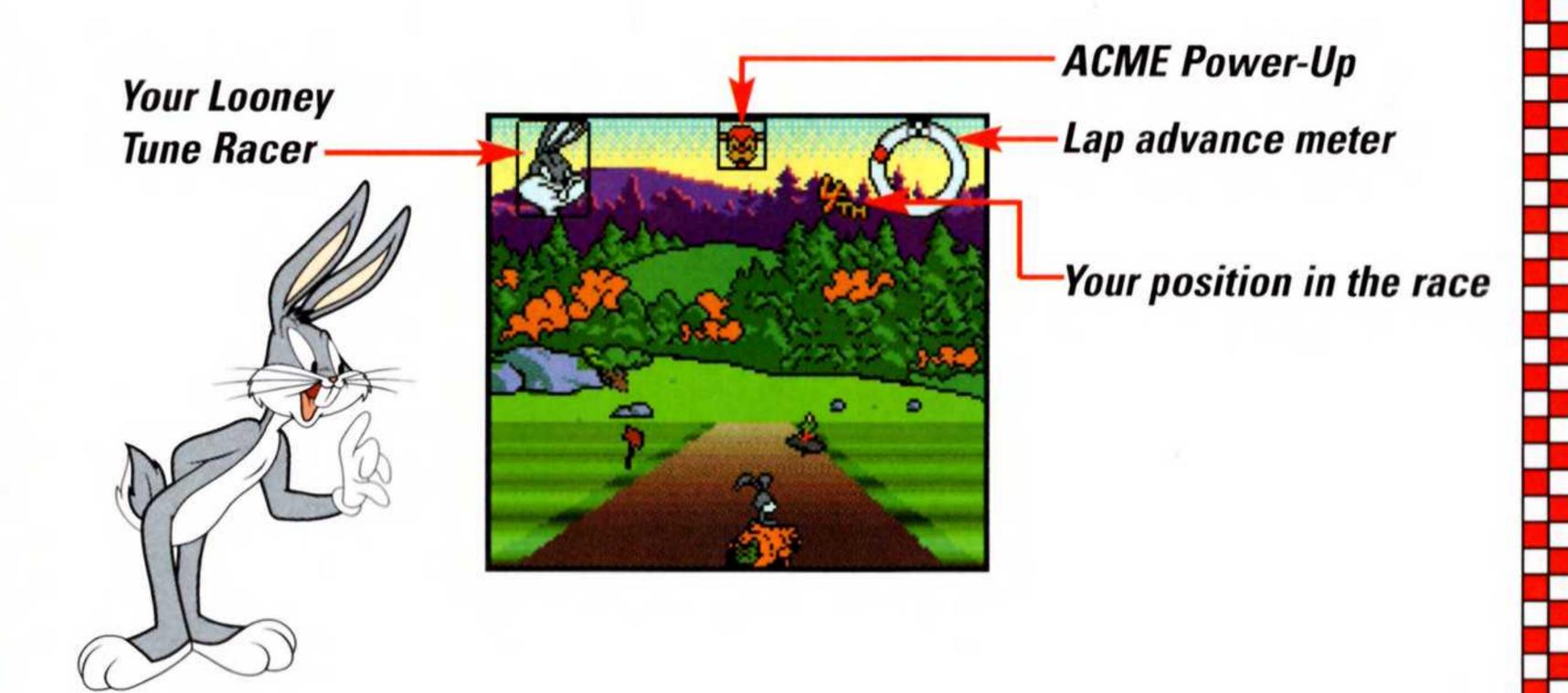
ACME Gremlins -- These little guys will run to the nearest opponent's vehicle, either in front of, or behind you, and proceed to rapidly dismantle it.

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:



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Assistance Via World Wide Web

Get current technical information at the Infogrames, Inc., web-site at: http://www.ina-support.com, 24/7 and access our FAQ documents, (Frequently Asked Questions), our Hints/Cheat Codes if they 're available, and e-mail areas where you can get help and ask questions.

Help Via Telephone

Call Infogrames,Inc.'s Tech Support at 425-951-7106. We have an Interactive Voice Response and Faxback system that's available 24/7. We have automated support, our FAQ documents such as gameplay tips, information on controller buttons, possible cheat code controller button combinations, instructions for finding secret screens and/or additional game levels if they exist. Live support is available M-F, 8:00 AM until 6:00 PM (PT). We may be closed on major holidays. You can send faxes to: (425)806-0480, or write to the address below. If you encounter what may be determined to be a defective product issue such as your game freezing at the beginning or during game-play, no display, etc., the automated system will tell you our product return and replacement options.

Product Return Procedures

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:

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

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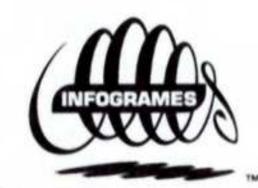
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