

COMING SOON

# Zapper

One Wicked Cricket

Part# 23769M



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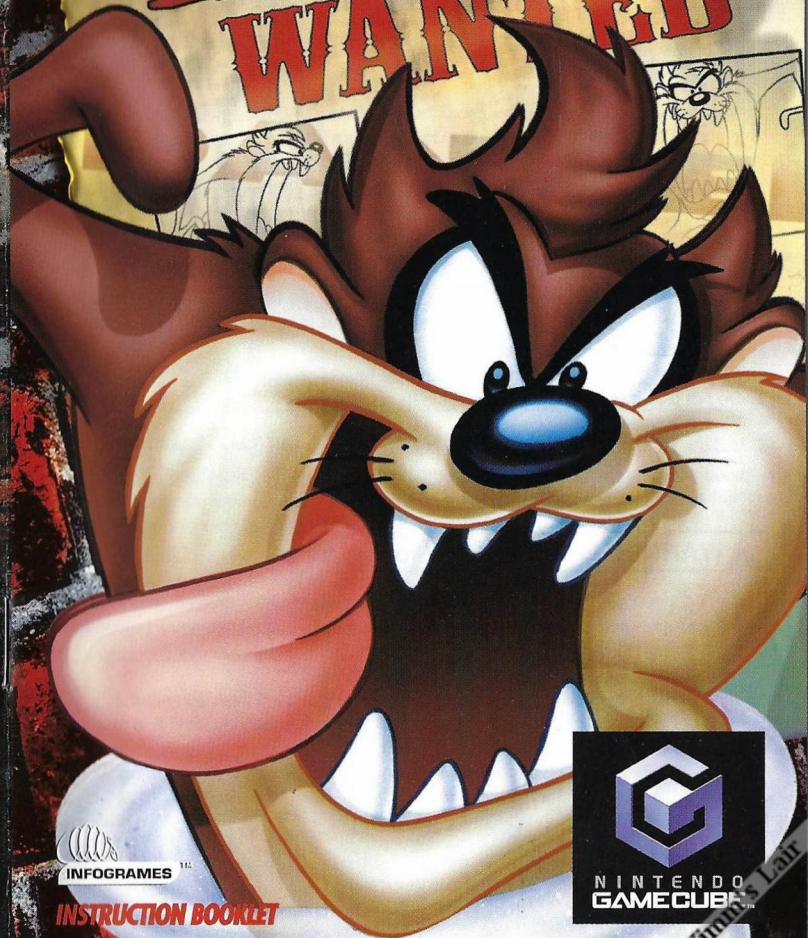
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PRINTED IN USA

# WANTED



INSTRUCTION BOOKLET



Winn's Lair

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS  
SIMULTANEOUS GAME PLAY  
WITH TWO PLAYERS AND  
CONTROLLERS.**



**THIS GAME SUPPORTS  
GAME PLAY USING ONE  
PLAYER AND CONTROLLER.**



**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.**



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, OR VISIT WWW.ESRB.ORG.



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Wile E. Coyote  
Vimm's Lair

# GETTING STARTED

## Nintendo GameCube™

1. Turn OFF the POWER Button on your Nintendo GameCube™.  
**WARNING: Never try to insert or remove a Nintendo GameCube™ Game Disc while the power is ON.**
2. Make sure a Nintendo GameCube™ Controller is plugged into Nintendo GameCube™ Controller Socket 1 on the Nintendo GameCube™.
3. If you're playing against a friend, plug another Controller into Controller Socket 2.
4. Insert the Game Disc into the Nintendo GameCube™ Optical Disc Drive.
5. Turn ON the POWER Button and proceed to the title screen. If you can't proceed to the title screen, begin again at step 1.
6. At the title screen, press **START/PAUSE** to advance to the Main Menu (see page 9).

# CONTROLS

## Nintendo GameCube™ Controller



## Menu Controls

<b>Control Stick / + Control Pad</b>	Highlight selection
<b>A Button</b>	Activate selection
<b>B Button</b>	Return to previous menu / cancel previous selection

## Game Controls

<b>L Button</b>	Tiptoe
<b>R Button</b>	Look mode*
<b>Control Stick / + Control Pad</b>	Move <i>Taz</i>
<b>START/PAUSE</b>	Pause / Resume
<b>A Button</b>	Jump
<b>B Button</b>	Spin
<b>X Button</b>	Rant / Special move
<b>Y Button</b>	Bite / Spit
<b>Z Button</b>	Access the Map
<b>C Stick</b>	Move camera

\* Press lightly on the **R Button** to center the camera behind *Taz*. Press it firmly to activate Look mode.

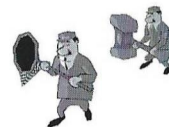
## Vehicles

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

<b>Control Stick / + Control Pad</b>	Control direction
<b>B Button</b>	Accelerate (if possible)
<b>A Button</b>	Jump with vehicle (if possible), or enter / exit vehicle (if possible)

## LET'S SPIN!

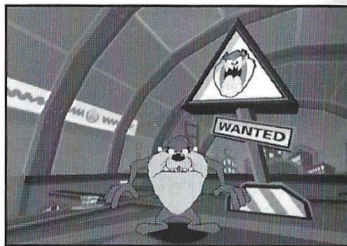
*Yosemite Sam* has hatched a devious, cunning plan to turn the island of Tasmania into a cheesy theme park. There is only one obstacle between Sam and ultra-richness — the *Tasmanian Devil*! So *Taz* is soon captured and brought to the Yosemite Zoo...



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.

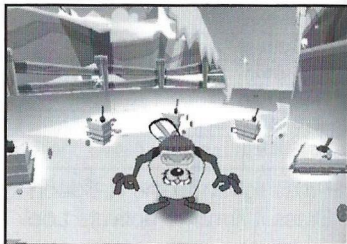
## Posters

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.



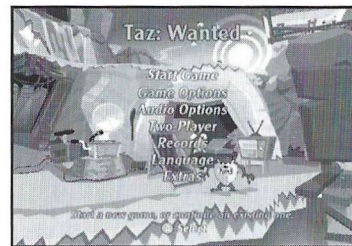
## Bounty

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 **Control Stick** or the **+ Control Pad**. To confirm each choice, press the **A** Button. Press the **B** 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.

### Rumble

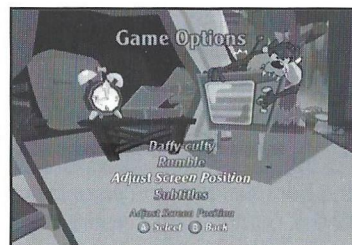
Toggle the rumble feature ON or OFF.

### 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 at the bottom of the screen.



## 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.

## Language

Choose the language for your game.

## 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.

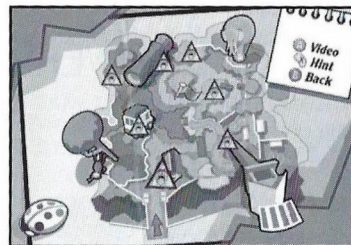
## PAUSING THE GAME

Press **START/PAUSE** 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 **Control Stick** or the **+ Control Pad** to toggle between Map and Options, then use the **A 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 **X 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 **X Button** twice; one hint will be more detailed than the other), Advanced gives you only one hint, and Expert gives you none. Press the **A Button** to see a brief animation of the selected poster's location.



## Options

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



## SAVING

**A Nintendo GameCube™ Memory Card with 3 blocks of free space is required to save your game data. The Memory Card should be inserted into the Nintendo GameCube™ Memory Card Slot A.**

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 sandwiches 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!

Please refer to the Nintendo GameCube™ instruction booklet (pages 18-20) for directions on how to format and erase Memory Card files.

## 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 **X** Button to do a mega-powerful super burp that can destroy certain things that are normally indestructible, and defeat opponents at a distance.



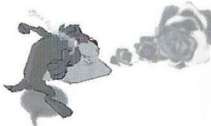
### Hiccup Soda Can

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 **X** 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 **X** Button to pop the bubble.



## SPITTING

Most objects in the different areas are edible. Simply walk up to the object and press the **Y** Button to eat it. Now here's the funny part: if you press the **Y** 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!

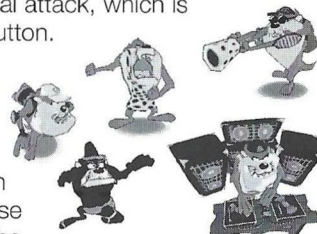
**Note:** You can use the "in-*Taz*" view (press the **R** Button to activate) for even greater accuracy!

## 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 **X** Button.

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



## SPIN TO WIN

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

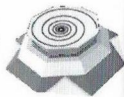
The Tasmanian Devil can also achieve a super-spin. To do this, stay on the same (flat) spot and hold down the **B** Button for a couple of seconds first. Then press the **Control Stick** or the **+ Control Pad** to speed off in the desired direction. This can be very useful for getting to unknown places 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.



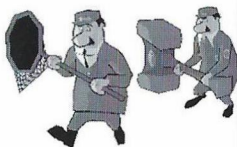
## GRAMOPHONES

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

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<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 #:

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### CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:

#### 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.

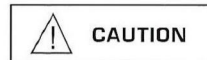
#### Repetitive Strain Statement



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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and all the postmen  
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communication easier!

## 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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