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V. Controls

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D-Pad Left/Right: Run left/right, hold to break out into a full run
D-Pad Up: Look up and see the number of lives (Road Runner icon) and credits (gold octagon icon) you have
D-Pad Down: Look down and duck
1 Button: Jump
2 Button: Eat birdseed, peck switches. Hold while running to completely bypass birdseed (useful for evading traps).

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VI. Items and Powerups

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Powerups

Powerups are acquired when you defeat an enemy. Each specific enemy at the same part of the game (e.g. a Buzzard above a certain ledge in a specific level) consistently gives up the same powerup. Each powerup is in the form of an icon on a blue square. The powerups are as follows:

Name: Speed Shoes
Appearance: White arrow pointing up
Effect: Increases your speed for 20 seconds
Notes: When this powerup is activated, the music turns into a quick, abbreviated version of the William Tell Overture. This powerup remains in effect until the music changes back to the normal level music.

Name: Invincibility
Appearance: Gold halo
Effect: Makes you invulnerable for 15 seconds
Notes: This powerup remains in effect until Road Runner stops flashing. The Road Runner also becomes invincible whenever he gets hit by an enemy, although the effect lasts only 3 seconds in that case.

Name: 10x Multiplier
Appearance: x10
Effect: Multiplies your total bonus at the end of the level by 10
Notes: There is one of these in each level, with the exception of Level 10 - Up and Under. I have failed to find the 10x Multiplier in this level, despite looking as hard as possible and killing every enemy that I can find. If you can find it, please let me know!

Name: Extra Time
Appearance: A clock
Effect: Adds 30 seconds to your time
Notes: Umm... meow? It's like getting thirty stars at once, except it doesn't add to your star total.

Name: Extra Life
Appearance: Looks like the Road Runner
Effect: Gives you an extra life
Notes: These are VERY rare.

Name: Full Energy
Appearance: Birdseed

-Numbers in parentheses indicate the number of stars you should have at that point of the level, if you follow the video walkthrough and have not died at all in the level. Keep in mind that stars you get before you die will NOT reappear, so in order to get the superstar bonus you have to get through the level without dying.

-If the video shows something different than what I typed here, it's because I found a different and hopefully better way to do it than what I did in the video. Use both at your own risk.

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Level 1: Cliffs and Ledges
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Wile E. Coyote form: Rocket

YouTube link: <https://www.youtube.com/watch?v=lg9LuSSZ6bg>

Walkthrough

Start by going right, being careful not to get hit by the water drop. Keep going right to pick up the five stars (5) and stop at the birdseed. Eat it if for some reason you managed to get hit this early in the game, then run left and jump up onto the large ledge on the left. Ignore the one on the right, as that has a man-eating plant and will slow you down. Keep going right and kill the buzzard, then pick up the ten stars (15) across the gap, making sure not to fall down onto the man-eating plant. Go all the way left and jump to the topmost ledge. Eat the birdseed to activate the placemaker and head right.

Keep going right and kill the two buzzards you encounter, making sure to get the 10x multiplier relinquished by the second one. Eat the birdseed by the second buzzard and jump straight down. Drop down to the lower left part of this area with the birdseed. Eat it if necessary, then head straight right across the long pool of water. On the other side is a robot; kill it and get the speed shoes if you wish, although you won't need them for the upcoming bonus stage as it is a small one. Enter the teleporter to start the bonus stage.

---BONUS STAGE 1---

Time allotted: 10 seconds

Stars: 57 (72 total at end of stage)

Location in video: 0:48-0:58

This bonus stage is very easy, consisting of 57 stars arranged in a 3x19 rectangle. Go right and get the two bottom rows first, then go left and get the top ones. You shouldn't be too worried if you miss a star or two on your first pass, but don't make a habit of it.

---END BONUS STAGE---

After you clear the bonus stage, head all the way left and jump on the ledges up and right. On the other side of the waterfall is an elevated ledge with a crab and seven stars (79). Take care of those, then drop down on the ledge below and eat the birdseed to reveal another placemaker, then jump right across the second waterfall and up onto the ledge above. Be careful not to get eaten by the evil plants below like I did in the video (LOLFAIL). Refill your health with the birdseed up here, then go to the left edge of this ledge and run to the right, as it'll make you stop in midair right above the line of six stars (85).

Walkthrough

Go right and kill the buzzard. Run all the way to the end of the ledge and drop down to the one below, making sure not to hit the plant. Go left on this ledge and get the eight stars (8), holding down Button 2 to bypass the trap. Jump past the plant and off the edge, then head left again to get the five stars just before the waterfall (13). Defeat the buzzard here to get this level's 10x multiplier, then jump over the waterfall to get four more stars (17). Jump left over the edge and get the thirteen stars above the springs (30), then head right. Kill the crab and pick up the twelve stars (42), then continue right to the birdseed. Eat it to activate the placemaker and keep going until you pass the pond.

Jump up the ledges and go right onto the next ledge when you hit the one with the crab. Get the nine stars here and activate another placemaker, then jump over the plant and onto the ledge below. Do NOT eat this bowl of birdseed, as this is another trap. Rather, go all the way right and get the sixteen stars (67). You'll most likely have to make at least two trips to get them all. Once you're done with that, jump up the series of ledges again until you reach the top. Eat the birdseed and go right, avoiding the plant and killing/avoiding the buzzard. Run all the way off the cliff (but not too far; you'd honestly be better just jumping off here) and collect the nine stars as you fall (76).

At this next birdseed, kill the buzzard and eat the seed to activate another placemaker, then cross the pond and continue going right until you reach the ledge with a spring on it. Jump onto that ledge and use the spring to get to a series of small ledges with (from right to left) two, four, and six stars on them. Get those stars (88) and kill the buzzard hovering above them, then go left onto the last ledge. Kill the robot to get the invincibility powerup and go inside the bonus stage.

---BONUS STAGE 3---

Time allotted: 15 seconds
Stars: 86 (174 total at end of stage)
Location in video: 1:22-1:37

This bonus stage pretty much requires the invincibility powerup, so be sure you have it. Otherwise, don't bother, as you're pretty much screwed. Run to the right to get the lower row of stars, then get the upper row of stars by going left and run-jumping. You should be able to miss no more than one, as shown in the video. If you do miss one, then head back as fast as you can to get it.

---END BONUS STAGE---

Head right past the ledges and jump onto the wall on the far right side of this area. In this next part, there's just plants and seed (no traps), so refuel if you need to. On the ledge below, there is a crab and a bowl of birdseed. Kill the crab to get speed shoes and eat the birdseed to activate another placemaker, then drop down to the bottom. Run right past the ledges and up the incline to the part with the water drops. Watch your step and get the four stars here (178), then drop down to the bottom and go left to pick up the forty-four stars (222). Go to the series of ledges going up and jump all the way to the top. Eat the birdseed for another placemaker and kill the buzzard, then head right. At the little valley with the buzzard hovering over it, kill the buzzard for invincibility and eat the birdseed here for yet another placemaker, then continue going right. Jump over the waterfall and drop down to the ground below, but be sure not to land on the plants if you're not invincible.

---BOSS---

Go right and eat the birdseed for another placemaker, then jump up the series of four ledges, ducking every time the coyote flies by. Jump down to the ledge with the sixteen stars (238) and go right onto another ledge. Drop down to a ledge with a full bowl of birdseed for refueling and go onto the ledge to the right with the final twelve stars (250). Take a leap of faith right onto another ledge, then jump right onto the next ledge and hit the Exit sign. Keep in mind, though, that if you fall down, the only thing below is just three full bowls of birdseed and a plant, so you can just refuel (if necessary) and try again =P Not really that hard <.<

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Level 3: Tired and Feathered
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Wile E. Coyote form: Acme bus
YouTube link: https://www.youtube.com/watch?v=7t7X_svoJOY

Walkthrough

Start this level by going right and getting the twenty-one stars under the starting ledge (21). Run right up the incline and get the four stars there (25). Kill the buzzard and eat the seed, then go right, avoiding the tumbleweed that comes by. Drop down off the ledge to the right and head left to get a whopping fifty-nine stars (84). After you're done, head right until you reach the bowl of birdseed. Eat it to activate a placemaker and continue to the right.

Jump onto the first ledge and keep going right. Get the birdseed if you need it, then get the square of sixteen stars (100) and kill the buzzard to get the 10x multiplier. Jump onto the next ledge on the right to get twelve more stars (112), then go right onto another ledge with three stars (115) and a placemaker. Jump across the gap and kill the buzzard for speed shoes (keep in mind, though, that if you decide to get the speed shoes you'll have to go back and jump up the platforms again). On the platform to the right, get three more stars (118) and a bowl of birdseed, then drop down and head left across the mud to get the thirty-six stars (154). Go back right after this.

Keep going right and get the ten stars (164), then jump up to the ledge above. Kill the buzzard and get four more stars (168), then drop down and go right to get nine more stars (177). Kill the two buzzards here (the right one gives up a clock) and go right. At about 1:09-1:10 in the video, just before the birdseed, there is a tumbleweed that gets killed to give up an extra life. Eat the birdseed for a placemaker and run right all the way to the edge of the ledge. When you reach the end of the ledge, jump right to land on a platform with four stars (181) and a birdseed.

---BOSS---

Here is where Wile E. Coyote starts coming at you with the Acme bus. To avoid him just be on a high ledge or get in a divot and duck while he passes over you. Anyway, go right onto the next platform. Here there are thirty-five stars (216), a bowl of birdseed, and a buzzard with an invincibility powerup. Get all of that and go right. Keep going until you reach a ledge with stars on it, then use the bus to jump up to it. Get the ten stars to the left of the birdseed (225) and kill the buzzard to get another invincibility powerup, then eat the

birdseed to activate a placemaker and get the eight stars to the right (233). Go right off the ledge and past the divot, then use the bus to jump up to the ledge above, making sure not to get hit by the tumbleweed if you're not invincible. On the ledge above, get the seventeen stars (250) and eat the birdseed, then go all the way right and use the bus to get up onto the last ledge to reach the exit.

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Level 4: Highway Runnery
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Wile E. Coyote form: Acme bus
YouTube link: <https://www.youtube.com/watch?v=PLlgOTxghO8>

Walkthrough

Start this level by getting the four stars underneath the ledge you're on (4) and head right. Get the four stars on the ground (8) and the eight on the ledge above (16) and keep going. Kill the buzzard and get the ten stars on the next ledge (26) and run up the ramp. Drop down off the edge and get the four stars (30), then go left. Jump over the wall and get the whopping fifty stars (80) and jump back on the hill. Kill the buzzard for the 10x multiplier and go right yet again.

Jump on the ledge and kill the buzzard, then get the twelve stars (92) as well as the four stars below the ledge (96). Go right and eat the birdseed for a placemaker, then jump on the next ledge for twelve more stars (108). Run and jump onto the next ledge for eight more stars (116).

---BOSS---

Run full speed and jump right onto another ledge with four stars (120). You can use the bus to get up here if you don't quite make it the first time. Jump right onto another ledge with fourteen stars (134) and a birdseed. Get all that and kill the buzzard for a speed shoes, then go right and use the bus to get onto the next ledge. On the first ledge get the two stars (136) and activate the placemaker, then go right onto the next two ledges to get four and six stars (146). Drop down and get the eighteen stars (164) and kill the buzzard flying around for an invincibility powerup. On another ledge above is seventeen stars (181), a placemaker, and a buzzard. Get the stars and placemaker and kill the buzzard, then drop down to the right.

Shortly past the ledge a tumbleweed will roll by. That tumbleweed has an extra life. If you have enough time you can use it to kill the tumbleweed and steal the powerup. The part of the video from 1:36 to 1:50 shows me trying to get it and finally succeeding after several tries >.> Continue going right and duck in the divot to let the bus pass, then jump on top of it to get to the really high ledge above so you can pick up the four stars (185). Run right and jump off the ledge. Kill the buzzard to pick up an extra thirty seconds.

Use the bus to jump on top of the ledge with the birdseed and pick up the seven stars (192) then go right. Use the bus to jump on the next ledge to get a placemaker. Kill the buzzard there if you wish, then go right along the road to an area with a buzzard and fifteen stars (207). Keep going right and jump onto the first ledge with a birdseed and five stars (212). Kill the buzzard for some speed shoes, then jump across to the next ledge and pick up the ten stars (222). Get the five stars (227) and the placemaker on the next ledge, then jump across to another ledge with birdseed, a buzzard, and seven stars (234).

Go right to yet another ledge with eight more stars (242) and drop down to the road below. On the next ledge is a buzzard and the final eight stars (250). Head right once more and jump on the final ledge, then run all the way right to complete the level.

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Level 5: Bird in the Bush
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Wile E. Coyote form: Helicopter pack
YouTube link: <https://www.youtube.com/watch?v=YZ2vdlkCNKs>

Walkthrough

At the start of this level start heading right, jumping over the plant and avoiding or killing the buzzard. Drop down through the waterfall and go left. Kill the buzzard on the ledge above you for the 10x multiplier and grab the seven stars (7). Drop down and get the nine stars in the valley below (16) and jump back onto the ledge. Hop across the gap to get five more stars (21), then head right, jumping over the two plants you come across. Go up the hill and jump through the waterfalls to reach a bowl of birdseed on the other side. Eat it for a placemaker, then head back left.

Go back left and drop down to the bottom of the first waterfall. Go left and kill the robot to pick up some speed shoes if you want, then get the sixteen stars (37) and jump up the ledges on the left side of the waterfall. Defeat the buzzard for an invincibility powerup, then quickly jump left across the ledges to reach the bonus stage.

---BONUS STAGE 4---

Time allotted: 10 seconds
Stars: 65 (102 total at end of stage)
Location in video: 0:47-0:57

This is another bonus stage where you'll need invincibility, so be sure you got that powerup from the buzzard earlier. Just run right and then do the semi-jump leftward to be sure you get all the stars. Depending on how fast you get to the bonus stage, your invincibility will probably run out here, so watch out.

---END BONUS STAGE---

Once you leave the bonus stage, head right and jump to the top of the waterfalls and get the twelve stars on the ledge between them (114). Eat the birdseed by the plant if you need to, then keep going right. On the right side of the cliff is two bowls of birdseed. The one on the left is boobytrapped, so don't eat it. The one on the right is safe, though.

Drop down to the ledge below, making sure not to hit the plant just below the edge of the cliff above. Kill the annoying buzzard for an invincibility powerup and get the fifteen stars there (129), then drop down the left side and defeat the crab. Go right and pick up a whopping 28 stars (157), then keep going until you reach the birdseed. Eat that to reveal a placemaker, then go right up the hill. Watch out for the plant and kill the buzzard to get another 30 seconds of time, then jump across the gap for another birdseed. Go further right, being mindful of the plant and the crab, and jump onto the ledge above and to the right for a placemaker. Drop down below and knock out the crab to get some speed shoes, then go left to get sets of sixteen (173) and fifteen (188) stars.

Hop up the ledges to reach the top, watching out for the buzzard and getting ten more stars (198). Go right, watching out for plants, and eat the first birdseed you see, as it's safe. Further to the right, right by the arrow, is another bowl of birdseed - this one is another booby trap, so don't eat it. Kill the buzzard and head to the left a bit, then run straight off the cliff so you can pick up the fourteen stars as you fall down (212). Head right and kill the robot between the two plants, then peck the switch and eat the birdseed by the wall for a placemaker, then jump on the platform under the tree (it's hard to see since it's camouflaged) and ride it to the top. Jump onto the ledge to the right and eat the birdseed, then defeat the buzzard. Get another running start and run right off the cliff to get eleven more stars (223), killing a buzzard and gaining invincibility in the process. Eat the birdseed for a placemaker and head right.

---BOSS---

This boss can be hard the first time you get here, especially if you don't have invincibility to start it off. Run all the way to the bottom right, picking up a birdseed and the last twenty-seven stars in the level (250). Head back to the left and jump on the ledge above. Stand still and jump when you see Wile E., then head right. Jump in between the plants, eating a birdseed along the way if need be. Be sure to time your jumps so that you can jump over the coyote when he comes by. When you reach the right side, jump up the ledges and head left along the platforms. Keep jumping until you reach the up arrow, then jump to the top and head right again, being sure to continue your jumping rhythm to avoid the coyote. Go all the way to the last ledge and hit the Exit sign to beat Level 5.

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Level 6: Gone to Seed
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Wile E. Coyote form: Helicopter pack
YouTube link: <https://www.youtube.com/watch?v=aVYneJj88j8>

Walkthrough

From the start, go right and defeat the crab, then go through the pool of water. Be careful not to get hit by the falling water drops. At the arrow, jump up and kill the buzzard for speed shoes, then go left up the hill. Jump over the plant and get the first four stars (4), then jump up to the next ledge, being mindful of the water drop on the left. Jump over another plant and get eight more stars (12), then go left up the hill for thirty-two more stars (44) and jump on the buzzard for an invincibility powerup. Jump down to the bottom of the level and go right to pick up eighteen more stars (62). At the corner, get the 5x5 square of stars (87), then go up the hill for another large group of twenty-eight stars (115). Jump on the ledge to the up and left and get the birdseed, then jump right onto another ledge. From there, jump right and land on a platform with a switch and a crab. Activate the moving platform and use it to get to the next ledge on the right. Eat the birdseed and drop down to the bottom.

Here, you'll see a crab and some birdseed. Jump on the crab and eat the birdseed for a placemaker, then jump right through the pool of water, avoiding the water drops. Go all the way right and get ten more stars (125). Feel free to knock off the robot if you want some speed shoes. Eat the seed on the ledge and jump left onto another ledge. Go left and then jump on another ledge to the

right with a bowl of (safe) birdseed, then jump onto yet another ledge to the left. Go onward and knock out the crab for an invincibility powerup, then hurry to the left and onto another ledge. Here, kill the buzzard for a time bonus and enter the bonus stage.

---BONUS STAGE 5---

Time allotted: 13 seconds
Stars: 76 (201 total at end of stage)
Location in video: 1:40-1:53

This bonus stage is quite difficult, but if you have the invincibility from the crab and you hurried here, you'll be in great shape. There are four man-eating plants to watch out for here. Fortunately, if you hit one, there's a bowl of birdseed with three units of energy to eat on the far right of the stage. Just jump up and down and get all the stars for this one.

---END BONUS STAGE---

Once you leave the bonus stage, jump right across the ledges and drop down to the ledge with the sixteen stars (217). Eat both of the birdseed bowls if you need to (they're both safe), then head up and right and pick up five more stars (222). Once you're at the top, go right and kill the buzzard at the waterfall for an extra 30 seconds. Jump across the waterfalls and drop down to the right, picking up eight more stars along the way (230). Get the birdseed to the left for a placemaker and go right. On the ledge is a crab - defeat it for speed shoes if you want. Continuing right, you'll see another ledge. Jump on it and get ten more stars (240), then kill the buzzard for the 10x multiplier. Once you finish, go right and defeat another buzzard for an invincibility powerup. Don't eat the birdseed here, since it's a trap; rather, just go right down the hill to the boss.

---BOSS---

This boss is harder than the last because of all the plants littered throughout the bottom of the stage. However, if you have invincibility from earlier, you should be fine at the beginning. Start off by getting the four stars going down the hill (244) and eat the first seed for a placemaker, then eat the seed to the right of it and run all the way to the end. Jump up and eat the seed here, then head left. Go all the way to the top, watching your step if your invincibility has worn off, then jump right along the platforms for the final six stars (250). Just time your jumps right to make it through here. When you reach the last platform, drop down a bit onto another ledge, then jump all the way right to the exit.

A quicker method to finishing this level (and one not shown in the video) is to, after getting the four stars on the hill, go back up the hill and jump onto the ledges from there. From there just continue as described earlier.

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Level 7: Rock N Roll
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Wile E. Coyote form: Rocket skates
YouTube link: <https://www.youtube.com/watch?v=5iL44jtdnAs>

Walkthrough

Run right and drop down to pick up eight stars, then go left and kill the buzzard for an invincibility powerup. Head right and drop down to the bottom. Head left to pick up some seed and eleven more stars (19), then continue rightward. Jump up to the next ledge and get the seed if you need it, then use the spring to reach another ledge with twelve stars (31). Defeat the buzzard to get 30 more seconds, then head to the left edge and run right, jumping at the last second to get to a ledge with twenty-six stars (57) and a placemaker. Drop down to the right and go onward, eating the seed along the way. When you reach the end, drop down and get the five stars along the way (62), then kill the scorpion for the 10x multiplier.

Go right again and kill the scorpion on the ledge above for speed shoes if you want (don't eat the seed, it's a trap), then keep going right and jump onto the ledge above, being wary of the enemies above. Eat the birdseed to activate another placemaker, then kill the scorpion for an invincibility powerup and go right onto the ledge below. Head left from here and get the twenty-eight stars (90), then jump back up and go right again. Head all the way to the bottom right of this area for some birdseed if you need it. Kill the buzzard for an invincibility powerup and the scorpion for a 30-second powerup, then use the spring to jump up to the ledge above. The birdseed on the left ledge is a trap, but the seed on the right ledge is a placemaker - be careful of the dripping water, though. Go back to the left and jump up the ledges to the top, then get the eight stars (98) and another placemaker and keep going left. On the next ledge is a robot and a teleporter. Kill the robot for speed shoes and make your way into the teleporter for a bonus stage.

---BONUS STAGE 6---

Time allotted: 10 seconds
Stars: 69 (167 total at end of stage)
Location in video: 1:40-1:50

This bonus stage is a total relief from the ones littered with plants. From the start of the stage, run-jump right through the mud and jump up to the ledge above. From there run all the way left to get the lower two rows of stars, then run-jump right to get the top row. Speed shoes will help immensely here, but they're not required.

---END BONUS STAGE---

Upon exiting the bonus stage, head back to the right and eat the birdseed by the edge for a placemaker. Drop down to the ledge below and kill the robot for speed shoes if you want, then go into the teleporter for another bonus stage.

---BONUS STAGE 7---

Time allotted: 6 seconds
Stars: 48 (215 total at end of stage)
Location in video: 2:09-2:15

Holy hell this is an easy bonus stage. Just jump up and run right to pick up the stars. You don't even need the speed shoes here - in fact, I recommend not even getting them because of how hard they'll make it to get into the stage in the first place, since you can't get back up to that ledge if you fall down. Probably why this stage is so easy in the first place, because of how hard it is to get into it in the first place.

---END BONUS STAGE---

Drop down to the ledge below with the scorpion and kill it for an invincibility

the way to the end of the ledge and jump up to a ledge with birdseed and eight stars (91). Jump up to the oil-covered ledge and knock out the buzzard for another invincibility powerup, then get the twelve stars (103) and jump onto the ledge to the right.

The first seed you eat will be a placemaker. Go right and jump onto the ledge there. On this ledge, the seed on the left is a trap, while the seed on the right is a placemaker. Get the nine stars (114) and jump right onto the ledge with the two plants. From here, drop down to the bottom and run right up the hill. Kill the scorpion to the left if you want, then keep going up to the top of the hill. From here, jump left and go left, defeating the buzzard for speed shoes and eating the seed for a placemaker, then head back right off the ledge. Hop on the scorpion and get seven more stars (121), then keep going and jump onto the ledge with the seed and the robot on it. Get the twenty-four stars there (145) and eat the seed for another placemaker, then go back left and jump onto another ledge.

On this ledge the seed is safe, so eat it if you need to, then kill the robot on the left ledge and go right. Once on the wooden ledge, avoid the seed since it's a trap, then jump right onto the ledge with the scorpion and jump right onto another wooden ledge. Take care of the buzzard, then get the nine stars (154) and the placemaker and drop down to the left, hopefully getting the scorpion as well. Go right and pick up the eight stars (162), taking out the scorpion to get an invincibility powerup. Jump up the ledges to the ledge with the arrow and head right. Get the seed and the seven stars (169), then jump all the way to the top and get ten more stars (179) and another bowl of birdseed.

Go back left and drop all the way down to the bottom of the stage, then head right. On the ledge with the scorpion, knock it out for thirty more seconds and twelve stars (191), then drop back down and go through the mud at the bottom for twenty-three more stars (214). Jump to the ledge above and get the placemaker, then keep going right for some more birdseed and to start the boss area.

---BOSS---

Start off the boss stage by simply jumping over Wile E. Coyote as he zooms by, then go all the way right along the bottom of the stage. Get the thirty-six stars (250) and the placemaker, then go back left to where the boss area began. Use the elevated ledge to jump up to the next level and go right. Eat the first birdseed for a placemaker and continue rightward. The second seed on this level is a trap, so avoid it and just use the elevated ledge to jump up to the level above. Going left, the lone birdseed on this level is safe, so refuel there if necessary, then keep going left and jump up to the top level of the boss area. The first seed on this level is a trap, so avoid it. From here just keep going right until you reach the end.

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Level 9: Down and Under
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Wile E. Coyote form: Jet pack

YouTube link: <https://www.youtube.com/watch?v=1fbae2LHIUs>

Walkthrough

Start the stage by running right, jumping over the first gap in the ledges. Head all the way right to the area with the stars and the robot. Kill the robot

for an extra 30 seconds and pick up the forty-two stars (42), then use the spring to get back up to the ledge and run back left. Drop down onto the ledge below and pick up the four stars (46). Go left and defeat the robot for Speed Shoes if you want, then run right and kill the scorpion. Hop onto the next ledge and kill that scorpion too, then pick up the five stars (51) and continue rightward. Defeat the bat and get five more stars (56). Replenish your health if necessary, then use the springs to slide quickly across the ice, making sure to hold down the 2 button to keep from hitting the booby trap. Once you're all the way across the ice, jump left across the gap to get two more bowls of seed and hit a placemaker, then drop down to the next part of the stage.

In this part of the stage you have to avoid the mine carts that come your way. Fortunately, you can jump on top of them, but if you hit the sides, you'll be in a world of pain. Anyway, kill the bat at the start of this part to get an invincibility powerup that will immensely help you. Just run right, picking up a group of seven stars (63) along the way. Go right a bit more and knock out another bat to get a 30-second powerup. Soon after this is a group of fifteen stars (78). Get them and then hop onto the ledge above to get a placemaker. From here, jump up and to the right onto a dangerous ledge with fire and a robot. Kill the robot for Speed Shoes if you want (you won't need them for the bonus stage) and head right into the teleporter to get to the bonus stage.

---BONUS STAGE 9---

Time allotted: 13 seconds

Stars: 76 (154 total at end of stage)

Location in video: 1:24-1:37

This one is pretty simple - no enemies, no obstacles, just springs and stars. Simply work your way right and pick up the stars. You should have plenty of time for this one.

---END BONUS STAGE---

After the bonus stage, head back left and hop on the ledge above. Watch out for the two scorpions and get the eleven stars (165). On the left edge is a bowl of birdseed you can get if you need it. Continue going right and pick up eight more stars (173), making sure not to get hit by the water drops. Keeping right, you'll encounter a scorpion and a two-unit bowl of birdseed. On the far right ledge is a robot that has the 10x multiplier. Get it and drop all the way down to encounter another set of mine carts. Pick up the thirteen stars (186) and continue through the corridor. The bat you encounter has Speed Shoes, so I'd just avoid it to get through this part more easily. Keep going until you reach the ice ledge, then use a cart to hop up onto it and into the teleporter for a bonus stage.

---BONUS STAGE 10---

Time allotted: 12 seconds

Stars: 42 (228 total at end of stage)

Location in video: 2:28-2:40

The ice makes this bonus stage look harder than it is. All you really need to do is jump constantly so you don't slip.

---END BONUS STAGE---

---BOSS---

For a change, the boss here starts right after you exit the bonus stage. The

coyote uses a jet pack in this stage. Avoiding the coyote is similar to the last four stages. Stand still and jump when Wile E. Coyote attacks. If you want to go in a certain direction, wait until he comes from that direction so you can jump over him more easily. Anyway, to start off this boss fight, go along the ice ledge, making sure to avoid the flames and the first bowl of seed, as it's a trap. Get the three stars by the trap (231) and continue going right. Pick up nine more stars (240) and get the placemaker at the edge of the ledge.

Keep going right along the ledges to the far right, getting the three-unit bowl of birdseed if necessary, then head back left into the hole and go left to pick up the last ten stars of the level (250). Run all the way to the lower left corner of the boss arena and hop back up to the ledge above (Note: Wile E. Coyote doesn't attack again until you pass the teleporter). Use the strategy from before to hop right across the ledges above. Once you get to the ledge with the up arrow, just hit the Exit sign quickly to end the stage.

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Level 10: Up and Under
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Wile E. Coyote form: Jet pack
YouTube link: <https://www.youtube.com/watch?v=aRZCUuY0PS0>

Walkthrough

Start off by dropping down and going left to pick up an invincibility powerup from the scorpion, then head back to the right. On the ledges on the far side of the area, get the seven stars (7) on the top ledge and get the seed if you need it. Go further right for a placemaker and head back left. On the middle ledge and bottom ledge are fifteen more stars (22) and another birdseed. Get them and head left. On the other side of the gap is a three-unit bowl of seed; get it if you still need any (and watch out for the scorpion), then drop down to the bottom and battle the mine carts.

Kill the bat for Speed Shoes and continue rightward to the first ledge you see. Hop up to the left ledge and get the four stars there (26). Keep going and you will see another three-unit bowl of birdseed. Kill the scorpion and get the seed if you need it, then pick up the eleven stars (37) and go right. Get the nine stars above the fire (46) and drop down to the right for fourteen more stars (60). Hop back up and get the placemaker on the right side, then get the twenty-four stars in the vicinity (84). Get the seed if necessary, then keep going right and kill the bat for an invincibility powerup. Get the four stars on the top ledge (88) and then drop down to the left and speed through the fire and ice for fifteen stars (103). Jump up and get another placemaker, then get the last four stars on this ledge (107). Get the five stars on the high ledge on the right (112), then drop down and kill another scorpion. Pick up the six stars here (118) and refill on birdseed, then kill the robot for Speed Shoes and go into the teleporter for the bonus stage.

---BONUS STAGE 11---

Time allotted: 6 seconds
Stars: 77 (195 total at end of stage)
Location in video: 1:49-1:55

Easy bonus stage, but you have to be precise. I recommend the speed shoes, since even though you can get all the stars without them, you don't have a second to spare. Just run right, jump, run left, jump, and run right.

---END BONUS STAGE---

After exiting the bonus stage, run right and get the placemaker on the upper ledge. Keep going right and hit the bat for an invincibility powerup. Get the seed on the ground here and kill the scorpion, then hop up to the top ledge and go right again, picking up the seed and nine stars (204). At the wall, drop down for six more stars (210) and drop down to the left. Don't get this seed, since it's a booby trap. Instead, jump on the bat for a 30-second powerup and go left for seven stars (217). Go right and jump down into the gap, then go right some more and avoid the carts. Kill the bat for an invincibility powerup and go all the way right to reach the boss.

---BOSS---

If you're still invincible here, it'll help a LOT. Quickly get the five stars here (222) and the placemaker, then hurry left. Run fast through the fire and the booby trap, then at the next five stars (227) refill on seed if necessary. From here, just use the old strategy of waiting and jumping over the coyote as he passes. Get the eight stars (235) and the other seed, then go right up the ledges. Along the way drop down and get the final fifteen stars (250), then make one last jump across the gap. Hop to the top and hit the exit.

+-----+
Level 11: Speed Seed (Only available in Normal and Hard modes)
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Wile E. Coyote form: Acme van

YouTube link: <https://www.youtube.com/watch?v=09ZnzYVjaew>

Walkthrough

Begin the level by getting the four stars on the ledge above (4), then kill the crab on the ledge to the right and get the fifteen remaining stars in the area (19). Head right and refill on seed if needed. Defeat the buzzard for some speed shoes, then continue right, collecting the twenty-three stars (42) and eating the seed to get a placemaker. Backtrack left and drop down to the ground, getting the ten stars below the ledge (52) and killing another crab. Continue your journey right, going up the hill and picking up fifteen more stars (67). At the top of the hill, jump on the buzzard to get the 10x multiplier.

Keep going right, pick up a group of four (71) and a group of twelve (83) stars. On the first ledge to the right, get a group of six stars (89), then go right onto the second ledge for another group of twelve stars (101). Here, get the seed for a placemaker and defeat the buzzard for an invincibility powerup. On the final ledge, get the twelve stars (113) and avoid the seed here, because it's a trap. Drop down to the right and get the six stars below (119), then go left and defeat the crab for a clock.

Continuing on your way right, you'll see a column of four stars. Get them (123) and eat the seed on the ledge above for a placemaker. Defeat the buzzard if you want some speed shoes, then head right to the next set of ledges. Pick up the six stars (129) and kill the buzzard for another invincibility powerup. Drop down and get sixteen more stars (145) and keep going right, picking up some seed above if you need to.

In this next area, get the ten stars (155) and defeat the scorpion for some

more speed shoes, then get the three stars on top (158) and eat the seed to the right for another placemarker. Get the four stars to the right (162) and hop on the buzzard for another clock. Jump onto the ledge to the right for another six stars (168), refilling on seed and activating another placemarker. Get the six stars on the other side of the ledge (174) to start the boss battle.

---BOSS---

Just like in Levels 3 and 4, Levels 11 and 12 feature battles with a road-raged Wile E. Coyote. This time, though, will be more difficult, because the van is about half as long as the bus, so you have to time your jumps more carefully to jump onto the top of the van. Start by using the van to hop onto the ledge above, knocking out the crab for some speed shoes. Pick up the ten stars on the ledge (184) and drop down, running right and making sure to avoid the stray tumbleweed.

On the next ledge, pick up twenty more stars (204) and kill the scorpion to get a very valuable invincibility powerup. Hop right onto another ledge, picking up the first six stars (210) and avoiding the booby-trapped seed. The crab here gives speed shoes, if you wish. Get the three stars on the right side (213) and head right to the fourth ledge.

Get another set of six stars (219) and refill on seed. Get the placemarker and jump to the right to kill a buzzard for another invincibility powerup. Don't worry if you miss, you can just get it from the fifth ledge. On this fifth ledge, you can get eight more stars (227) and some more birdseed. Keep going right to the sixth ledge in the boss area, which contains nineteen stars (246) and a placemarker. Above is another buzzard; kill it for yet another invincibility powerup. Hop on the ledge high above to the right and knock out the buzzard for a birdseed powerup.

On the next ledge to the right you'll get the final four stars (250). Drop down to the right and, if you're insanely lucky (like I was in this video) you can kill the tumbleweed for an extra life! Use the van to get the final ledge and go right to exit the stage.

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Level 12: Hop Skip and Jump (Only available in Normal and Hard modes)
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Wile E. Coyote form: Acme van
YouTube link: <https://www.youtube.com/watch?v=7-fqpVkJCDME>

Walkthrough

In the first part of the level, get the twenty stars (20) and knock out the buzzard for some speed shoes, then head right to the next ledge. Pick up the twenty-four stars here (44), refill on seed, and continue on your way. On the ledge is ten stars (54), so get them and hop onto the ledge up and to the right. Defeat the crab for a clock and eat the seed for a placemarker, then drop down and get the five remaining stars (59), watching out for the tumbleweed.

Next, continue going right. On the first ledge you reach, kill the buzzard to get some speed shoes. Make sure not to get the seed, as it's a trap. Drop to the ground to get the first six stars (65) and then hop onto the second ledge for three more stars (68) and a placemarker. From there, jump right onto an oil-covered ledge. Get the fourteen stars (82) and defeat the buzzard for speed

this (and indeed, I missed them >.>).

---END BONUS STAGE---

After the bonus stage, go right, carefully jumping across the ledges, to the other side of the wall. Drop down and get the two bowls of seed (the top one being a placemaker) if you need, then kill the crab on the ledge to the right for an invisibility powerup. Next, drop down into the area marked "KEEP OUT!" and pick up twenty-eight stars (78). Go left and pick up the eleven stars above the switch (89), then kill the robot and keep going left. Defeat the crab on the ledge for a clock, then get the four stars below (93) and kill another crab to the left. Go all the way left to refill on seed and pick up eighteen more stars (111), then go back to the switch. Peck it and go all the way right, hopping onto the platform when it arrives. At the top of the wall, wait for the buzzard to come down and kill it for an extra life.

Head right, and then you'll really see the difficulty level get ramped up. The first thing to do in this part of the stage is to hop right along the ledges to a ledge with two flames and water dripping from the ceiling. Get the four stars here (115), then drop down and go right. Eat the birdseed on the ice between the flames and continue jumping right across the ice, picking up a placemaker and sixteen more stars (131). After that, head all the way left and jump up to the top ledge.

Up here, eat the seed for another placemaker and go right. On the highest ledge to the right of the gap is a booby trap. Avoid it and hop down to the ledge below it and get some safe seed if you need it. Jump right onto the ledge with the left arrow sign and head right, killing the robot if you want some speed shoes (I personally would avoid them, though, for the bonus stage). Run into the teleporter for a bonus stage.

---BONUS STAGE 13---

Time allotted: 6 seconds

Stars: 42 (200 total at end of stage)

Location in video: 2:20-2:26

Pretty simple bonus stage here, the only hard part being making sure you can control your jumps on the springs. As mentioned before, for best results, you should NOT have the speed shoes from the robot earlier.

---END BONUS STAGE---

After exiting this bonus stage, head back left. You can drop down and go right, going past the springs to refill your health if you need to. At any rate, head back up to the ledge with the booby-trapped seed. From there, hop right onto another ledge, avoiding the seed because it, too, is booby-trapped. Kill the buzzard here for the 10x multiplier and run right. Drop down and head left for a placemaker, then go right up the hill and kill the robot for a clock. Avoid the seed here since it's yet another trap. Drop down the right side and go left again. Kill the robot here for an invincibility powerup and go into the teleporter for a bonus stage.

---BONUS STAGE 14---

Time allotted: 9 seconds

Stars: 41 (50 total at end of stage)

Location in video: 3:00-3:09

Do NOT enter this stage without invincibility. Otherwise, you probably won't

get all of the stars. Start off the stage by running full speed to the right, using the springs to push you back to the left to save a precious second. Run left and collect the stars, making sure you don't have to double back to pick up any that you missed.

---END BONUS STAGE---

After leaving the bonus stage, run right up the hill, ignoring the booby-trapped seed and killing the buzzard for a birdseed powerup. Drop down below and go to the right to get nine stars (209). Kill the robot for a clock and go right. In the middle area is a buzzard flying around; you should probably defeat it for an invincibility powerup before navigating the rest of this area. Scattered along this part of the stage are the remaining forty-one stars (250) and a full bowl of birdseed. Once you're done here, ride the platform to the top and head right. Eat the seed for a placemaker and run all the way to the end of the ledge. Drop straight down and get another placemaker, then run right to start the boss portion.

---BOSS---

In contrast to the long boss part of Level 12, Level 13's boss part is quite short. That doesn't make it any less difficult - because the coyote is using a pogo stick, these last two boss portions are the most difficult in the game. The basic strategy for this stage is to just try to stay ahead of Wile E. Coyote. If you must stop, don't stop for long. Also, be sure you have at least three units of health, otherwise you'll probably die. Anyway, start off by running right. Get the bowl of birdseed, then just hop up the ledges with the flames and onto the exit ledge. Assuming you have full health or close to it, don't worry about being hit by the flames - if you time your jumps right, you should have plenty of health to make it through this area thanks to mercy invincibility. Just don't fall down and you'll win this level easily.

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Level 14: Wiles Cave (Only available in Hard mode)
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Wile E. Coyote form: Pogo stick
YouTube link: <https://www.youtube.com/watch?v=Qyt8Nlw1l8k>

Walkthrough

At the start, carefully make your way past the water drops and the flame and go right up the hill. Run all the way to the wall and go back left to pick up eleven stars (11). Defeat the crab if you want some speed shoes, then go right and up the ledges to the edge. Get the twelve stars (23) and the placemaker, then run left up the hill for some more birdseed. Go all the way to the left, dodging the water and the fire and getting another bowl of seed along the way. On the top ledge is another placemaker. Get it and head right, defeating the buzzard if you want some more speed shoes. Pick up eighteen more stars (41), avoiding the first seed you come across, since it's a trap. The second seed you encounter will be a placemaker. Get the birdseed powerup from the buzzard and go right, dropping down to the cave below.

Start off this area by getting the seven stars above the spring (48) and knocking out the buzzard for an invincibility powerup, then go left and peck the switch. Go up the ledges for some seed and six more stars (54), then go back to the right and knock out the robot for a clock. Pick up fifteen stars on the ledge here (69), then hop up to the ledge to the right and get nine more

stars (78). Next, go to the right part of this area and get thirty-one stars (109) and some more seed, then go back up the ledges to the one with the moving platform and the robot. Defeat the robot for the 10x multiplier and ride the platform up. Jump right and try to defeat the buzzard for an invincibility powerup, then go right and drop down to the bottom. Head right to get to the bonus stage.

---BONUS STAGE 15---

Time allotted: 10 seconds
Stars: 36 (145 total at end of stage)
Location in video: 1:47-1:57

This stage has more bark than bite, really. Start by getting the nine stars on the ledge above, then jump around the ice getting the remaining stars. Protip: To get the star directly above the flame without taking damage, just run along the ice towards it. You'll be able to move slowly enough that you can easily stop just before hitting the flame. Just be quick in getting the stars in the ice and fire area and you'll be fine.

---END BONUS STAGE---

After you leave the bonus stage, go right and jump onto the hill, killing the buzzard for some speed shoes. Get the twelve stars (157) and go left up the hill, getting the placemaker on the ledge with the flames if you want, then run all the way right up the next hill and drop down to the ground below. Go left and get the twenty stars (177), then jump up the ledges to the top, eating the seed on the lower ledge and avoiding the seed on top since it's a trap. Defeat the buzzard for a clock and head right. Pick up the placemaker and continue right, dropping down to the valley below.

Run right up the hill and across the ice, killing the buzzard and picking up the seed along the way. Go all the way right and drop down, getting the five stars as you fall (182). Defeat the robot and get the four stars here (186), then go left, picking up the seed along the way. Use the spring to jump up to the ledge above with another spring, picking up the four stars above it (190). Drop down and go right, jumping onto the ledge above with the seed. Avoid the seed, since it's another trap, and jump right onto another ledge. Hop up left onto a ledge with four stars (194) and defeat the buzzard for an invincibility powerup, then jump left onto the ledge with the teleporter to go into the bonus stage.

---BONUS STAGE 16---

Time allotted: 10 seconds
Stars: 36 (145 total at end of stage)
Location in video: 3:19-3:29

The last bonus stage in the game is fairly easy. If you have the invincibility from just before the stage it'll be simple. Just jump up and get the stars - you don't even need to use the springs. Once you pass the flame in the middle, you'll be home free, since the other flame is way on the other side.

---END BONUS STAGE---

After you leave the bonus stage, use the spring to jump left onto a small ledge with a flame. Defeat the buzzard here for an extra life and get the placemaker to the left if you want, then head all the way right again. Avoid the booby-trapped seed and run up the hill to get the final eight stars (250), then eat the seed for a placemaker. Drop down below to start the boss area.

---BOSS---

The final boss area can be quite difficult, since you have to hit three switches to get the platform at the end to raise up so you can reach the exit. There are also several bowls of birdseed in this area. Fortunately, these are all save, since they all contain multiple units of seed. The boss portion of the stage starts at about 3:51 into the video.

Start off by dropping down to the ledge below. Go left to hit the first switch, then go right up the hill, hitting the second switch on the top of the hill. Jump across the gap and run right, jumping onto the ledges above and hitting the final switch at the top, then go all the way back to the ledge with the first switch and run up the ledges to the top right. Once you get to the top, stand on the platform to raise it up, then drop down as fast as you can and run right to hit the exit and end the game!

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X. Enemies and Hazards

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Enemies

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Name: Buzzard
Description: Flies back and forth in the air. When the Road Runner gets close, it swoops down and tries to attack.

Name: Robot
Description: Moves back and forth on the ground. When the Road Runner gets close, it throws fireballs horizontally in opposite directions.

Name: Crab
Description: Moves back and forth on the ground. When the Road Runner gets close, it throws fireballs in an arc in opposite directions.

Name: Tumbleweed
Description: Moves left along the bottom of the stage in the highway levels, hoping to hit an unsuspecting Road Runner. Due to the sheer difficulty in jumping on them, a fairly decent number of them have 1-ups.

Name: Scorpion
Description: Moves back and forth on the ground. When the Road Runner gets close, it throws a fireball in the Road Runner's direction.

Name: Bat
Description: Acts exactly like the Buzzard. The Bat tends to hang out in dark places so as to make itself harder to see.

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Hazards

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Name: Man-Eating Plant
Description: A stationary plant that tries to eat the Road Runner. Usually fairly simple to avoid.

Name: Water Drop
Description: A drop of water that falls from the ceiling and causes damage to

