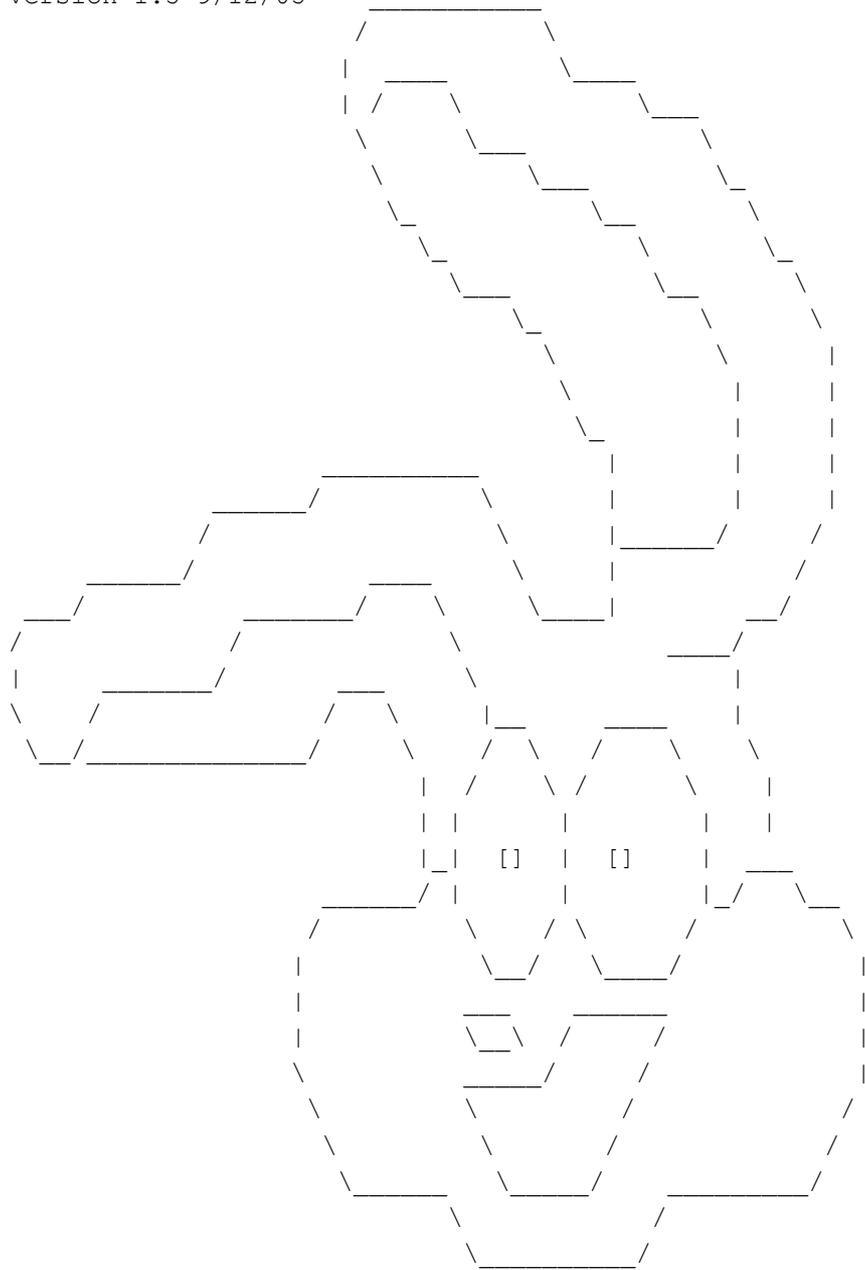


Tiny Toon Adventures FAQ/Walkthrough

by The Lost Gamer

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Tiny Toons Walkthrough

by The Lost Gamer (ilovecartoonssomuch@yahoo.com)

http://the_lost_gamer.tripod.com/

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Table of Contents:

001. General information

002. Story

003. Characters

004. Walkthrough

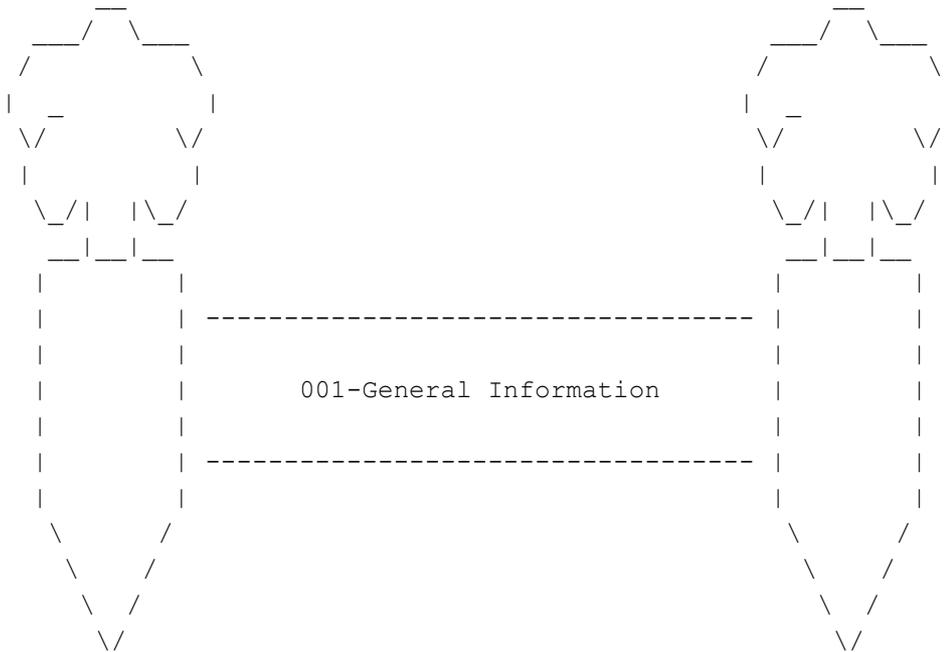
004a. The Hills

004b. The Wetlands

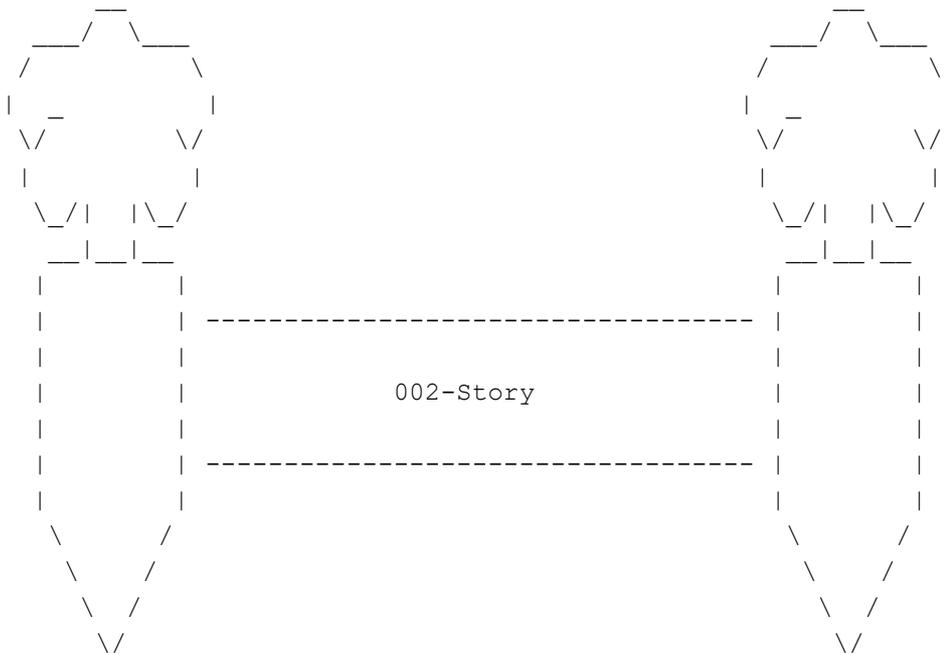
004c. The Trees

004d. Junkyard

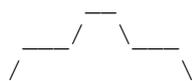
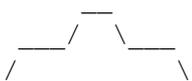
- 004e. Wackyland
- 004f. Montana Max's Mansion
- 004g. Bonus Level
- 005. Credits

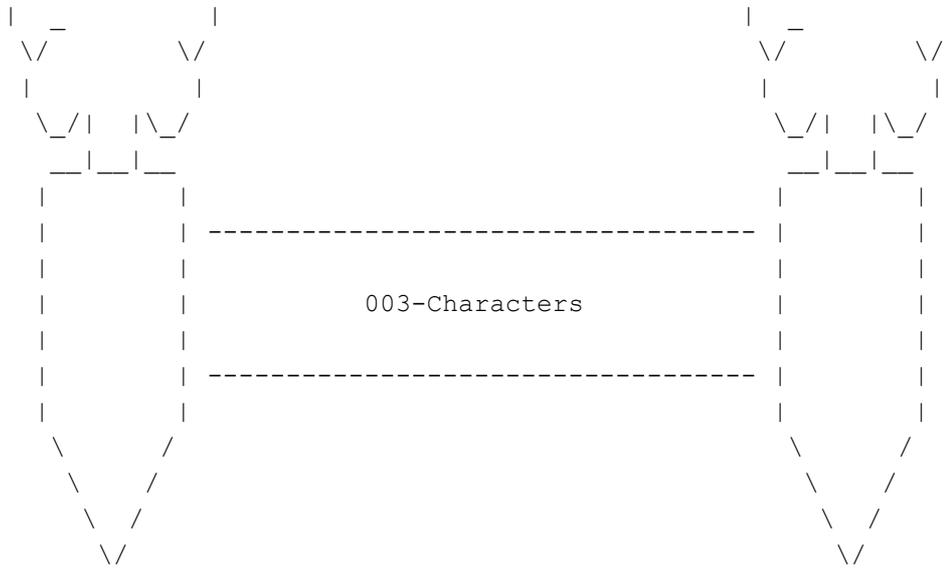


This is a walkthrough for the Nintendo Entertainment System (NES) game called Tiny Toon Adventures. You can contact me at ilovecartoonssomuch@yahoo.com, but make the subject blank if you do. If you want to reproduce this guide somewhere else, you have to ask permission first, so I can ensure that you plan on giving me credit for my work.



Montana Max, who is a mean rich kid, has kidnapped Babs Bunny for no apparent reason! It's up to Buster Bunny and his friends to save Babs!





Montana Max: A spoiled rich kid, who has Babs Bunny held hostage in his big mansion.

Babs Bunny: She's being held hostage by Montana Max. She's not related to Buster Bunny, even though they have the same last name.

Buster Bunny: The hero of the game! Buster is off on a mission to save Babs!

Shirley the Loon: A psychic duck, she manages to tell you who Buster should team up for on each level (sometimes).

Plucky: A green duck who Buster can partner up with. Plucky can fly somewhat well, and he's good at handling water.

Furball: A blue cat who Buster can partner up with. Furball is generally unlucky, but he's great at jumping, especially up the sides of a wall.

Dizzy: Dizzy Devil is a big purple guy that Buster can partner up with. He can spin around in a circle, thus knocking enemies away.

Rat: The rats are bad guys in this game. As I remember, on the show they were members of a rival school, who bullied Plucky into giving them some top-secret football plays.

Duck: A bad guy with an Elvis complex.

Hamton: A nice pig who gives you an extra life in exchange for 30 carrots. Apparently, he's a big fan of carrots.

Arnold the Pit Bull: A buff pit bull who throws dumbbells at you. Killing him is more trouble than it's worth.

Elmyra: A bald girl (yep, she wears a wig) who loves animals. Hey, wait, the main characters are animals! Better avoid her, then.

Floating Pumpkins: Possessed jack-o-lanterns that float

around and try to hit you.

Ghosts: A group of ghosts spin around in a circle, surrounding you. You can jump through the gaps in the circle to avoid them.

Dr. Freaky: A strange, skateboarding doctor who is the boss of the hills.

Sand Crabs: They walk on sand and throw their shells at you. Wait a second, crabs don't have shells!

Fish: The fish move slowly, and speed up randomly, just to make things difficult for you, the meanies.

Sea Urchins: Spiky creatures that live in the water. Scientists know over 300 ways to get them to reproduce through parthenogenesis.

Jellyfish: Mean-looking jellyfish who swim up quickly, and float back down.

Pirates: I thought that theses would be octopi who chant "Yo ho ho ho...yo ho ho ho...", but no such luck. Instead, they're normal pirates.

Pirate Captain: The captain of the pirates (duh) who randomly moves around instead of fighting in a predictable pattern like all the good bosses should.

Owl: The owls try to kill you, instead of going to sleep, which is what most normal owls do during the day.

Squirrel: Squirrels run all the way around a tree, for reasons unknown.

Hedgehog: An all-black creature that rolls towards you in a spiky whirl.

Bat: Evil trees spit out bats, which then fly at you. Those mean trees!

Arnold's Cousin Flem: Arnold's lycanthropic (five bonus points to you if you know what that means!) cousin, who wants to kill you for no apparent reason.

Dog: The most hated character in all of video gamedom, the dog from "Duck Hunt", makes an appearance in this game, to throw flower pots at you.

Cat: A purple cat with a walrus moustache (don't ask me why) throws cans at you.

Sweet Bird: She's a character who appeared during the theme song for Tiny Toons, but I have no memory of her ever appearing in an episode. In this game, she flies around, and if you touch her, it hurts for some reason.

Big Monkey Who Jumps Up And Down: A big monkey who jumps up and down.

Dodo: An extinct bird, that lives in Wackyland.

Green Slimer: A green, slimy enemy that lives in Wackyland.

Walking Pail: A walking pail that throws bubbles into the air. I have no idea why bubbles hurt the main characters.

Jumping Football: Jumping footballs that, when you touch them, cause a football team to jump onscreen and tackle you. Just kidding, of course. They just hurt you.

Eyeball: A walking eyeball with a stupid-looking hat. No, I'm not kidding.

Pen: A very happy-looking enemy who jumps from platform to platform.

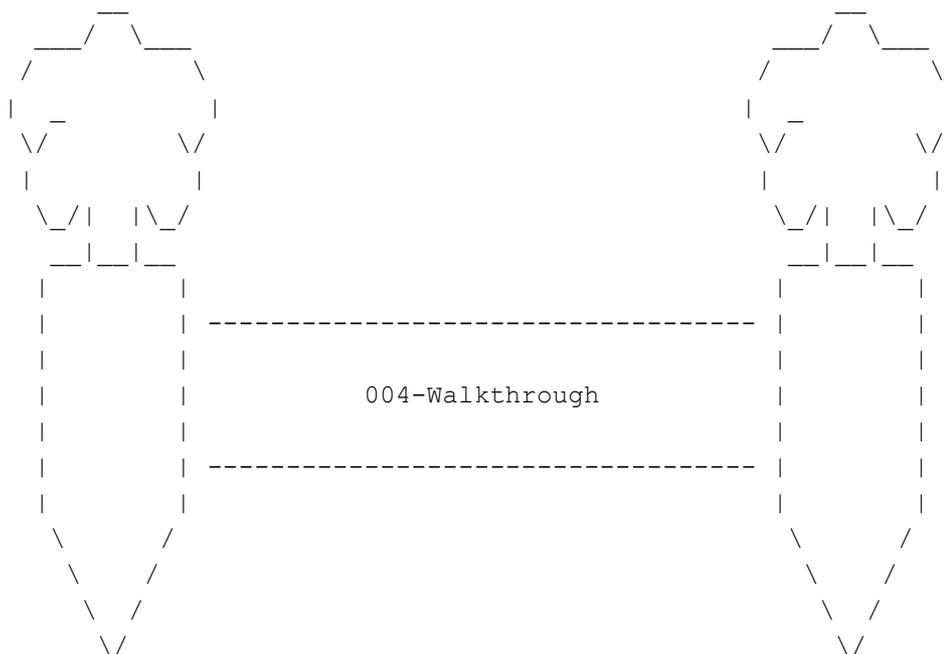
Butler: Montana Max's butler, who turns off the lights so it's hard for you to see.

Security Guard: Montana Max's security guards, who throw knives at you, because they don't know that they have handguns.

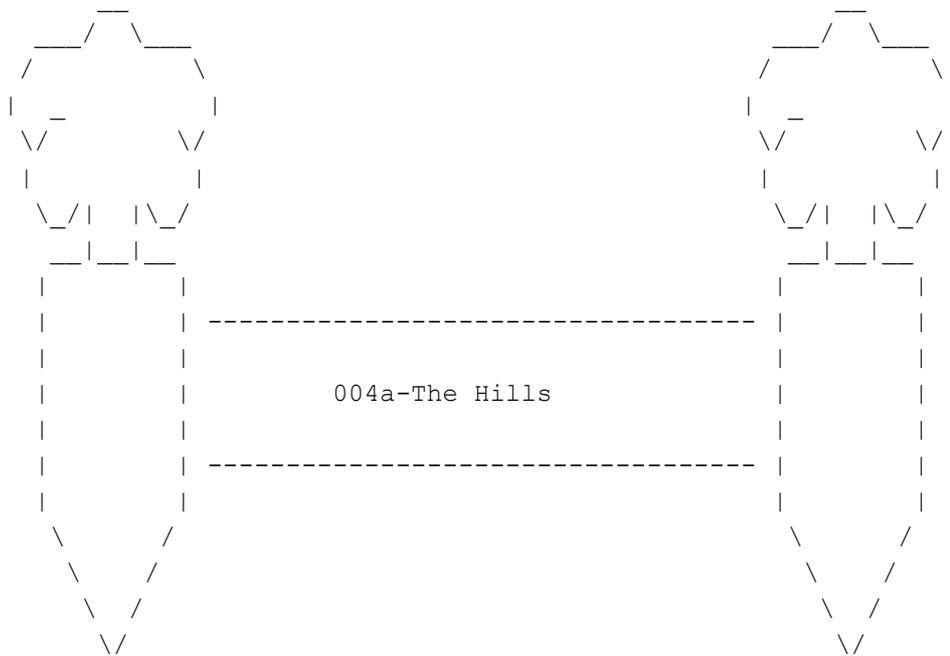
Money: That's right, MONEY is a bad guy in this game. Specifically, gold coins that belong to Montana Max. Is it just me, or is this some sort of evil communist plot?

Darth Vader: An evil bad guy who took over the universe and built the Death Star. He appears in the bonus level.

Stormtroopers: Darth Vader's allies, who walk around and fall asleep if you jump on them.



You start the game at the teammate selection stage. You get to choose either Plucky, Dizzy or Furball to be your partner. For the first level, it doesn't really matter who you chose, but I recommend Dizzy because he's cool.



Stage 1

See the purple rat to your right? These rats are rude jerks who like to smoke even if other people object. BOO! Jump on his head to kill him.

Head right and jump over the brick wall in your way. You meet another rat, but more importantly some carrots. By collecting carrots, you can get extra lives from Hamton, so you want to get all the carrots you can.

Jump over the pit. See the blue balloon? Pop it to get a floating heart, which appears in the bottom of the screen. The heart is an insurance policy of sorts: if you get hurt, it disappears instead of you.

Hills appear to the right, get on the first one you see and walk right to avoid meeting any rats, who are conveniently at the other levels. Once you're at the end of the hill, jump up to the top level and do a running jump (hold down B while running, then press A) over the gap to the next hill. You avoid an enemy duck by doing a running jump.

Press down while on the hill to slide down in. Buster slides feet-first, so he hurts any rats in the way. At the bottom, get all of the carrots and head up the hill to the right.

Get the carrots at the top of this hill, then go down the hill to some ground at the bottom of the screen. Get the three carrots here. The third carrot is by a rat, who jumps up and down, so you'll want to kill the rat before getting the carrot.

The next area is set off by two brick walls. Get the balloon to find it is a bouncy ball. Get it to turn into your partner. Cool!

Now as your partner, head right. Jump onto the brick wall

and onto the duck, so you can freely get the carrots. Go up the hill, and jump to the plateau to the right, which has a rat on it. Kill the rat, then get all the carrots around here.

Jump off the plateau to reach a hill. Wait for a rat to come down the hill, kill it, then get the carrots and climb up the hill.

Jump across the gap to the next platform, and slide down hill to kill the rat walking up it. Get the carrots on the hillside, then go through the exit door by pressing up.

Stage 2

Jump to the plateau with the rat on it (getting the carrots during your jump, of course). Ideally, you'll land on the rat while jumping.

Get the carrots and jump to the platform to the right. This has a lot of hills. Jump up the hills (getting those carrots) to the top one, which has no rats on it. Get all the carrots above this hill, then walk right down the hills (you get carrots as you do so).

Jump to the small platform to your right. When the duck to you right is low, jump over him to the platform he's guarding. Jump to the platform right of that, which has a balloon that lets you change characters (if you're Dizzy, you'll want to change to Buster, due to the hard jumps that follow).

Jump to the brick platform and kill the rat and get the carrots. Jump to the next brick platform, which leads inside a tunnel. A rat is on this platform, and you don't want the rat to trap you inside the entranceway (because there's no room to jump), so you'll want to either wait for the rat to exit the tunnel, or you'll want to move inside and meet the rat. Then kill him.

Enter the tunnel if you haven't already, go inside. Jump across the gap when you come to it, then jump up the walls in your way. See the door? Walk through it.

Hampton's inside, and he gives you lives for your carrots. Yay! Then you exit.

Head right, and jump on top of old smokey, er, the brick wall. Go down the "stairs" to your right and jump on the rat waiting for you.

Jump over the gap (a running jump does this easily). On top of the wall to your right is another rat. Jump onto the wall and kill the rat. Do a running jump right to get on top of the high wall to your right.

Go right, and you exit the tunnel. A rat is waiting for you outside. The rat jumps up and down, jump on him while he's not jumping. Then jump off of the bricks onto the

grassy platform.

Arnold the Pit Bull is on a hill waiting for you. He throws dumbbells at you. You can kill him by jumping on his head three times, but this is hard and pointless, so just move on by.

The platforms turn brick again for some reason. Jump to the brick platform and get the carrots on it. Jump to the next brick platform, and then to the third brick platform, which has a jumping rat on it (time your jump so he doesn't hurt you).

Then jump to the grassy platform and walk right to the exit. But wait! Elmyra is there, waiting for a furry friend. You'll have to avoid her!

This isn't TOO hard. The room is shaped like a letter V. Jump from one side to the other (specifically, from the \ to the / and back again) when Elmyra gets close. Don't let her touch you, or you'll have to start the level again.

After a while, the door appears at the bottom of the room. Get to the door to exit the stage.

Stage 3

Okay, you're in a haunted house for some reason. Go right, up the stairs, and kill the rat that comes down at you.

At the top of the stairs, jump left. There's a bouncy ball that lets you change partners here. Do so if you wish, then jump right and kill the rat there.

Go right, down/up the stairs. Floating pumpkins will attack you here by flying in a strange pattern. Just jump over them when they come. Go right off the end of the stairs to fall to another set of stairs.

Go left across the stairs, avoiding the rat and the flying pumpkins. When you fall off the left end of the stairs, you land on some more stairs. Head right again, and you eventually reach some bricks.

Jump on the rat in your way and keep going right. You head up some stairs. At the first level of the stairs, notice the platform to your left, which was the ceiling of the area you just went through. Jump on it and go left to find a balloon. Pop it to freeze the clock for a while.

Go back right to the stairs. Instead of jumping over the gap in the stairs, fall through it to the platform below, and jump to the platform right of that for a balloon. Pop it for a heart.

Jump to the platform right of this, and from there to the stairs again. Slide down them, killing the rats waiting for you.

Right of you, you'll notice a spiked ceiling, ready to fall on you. Move close enough to the spikes that they fall, but dodge left to avoid them. Then jump the gap. Do this once more, then jump on the rat that's waiting for you. Jump up the bricks that form a high wall.

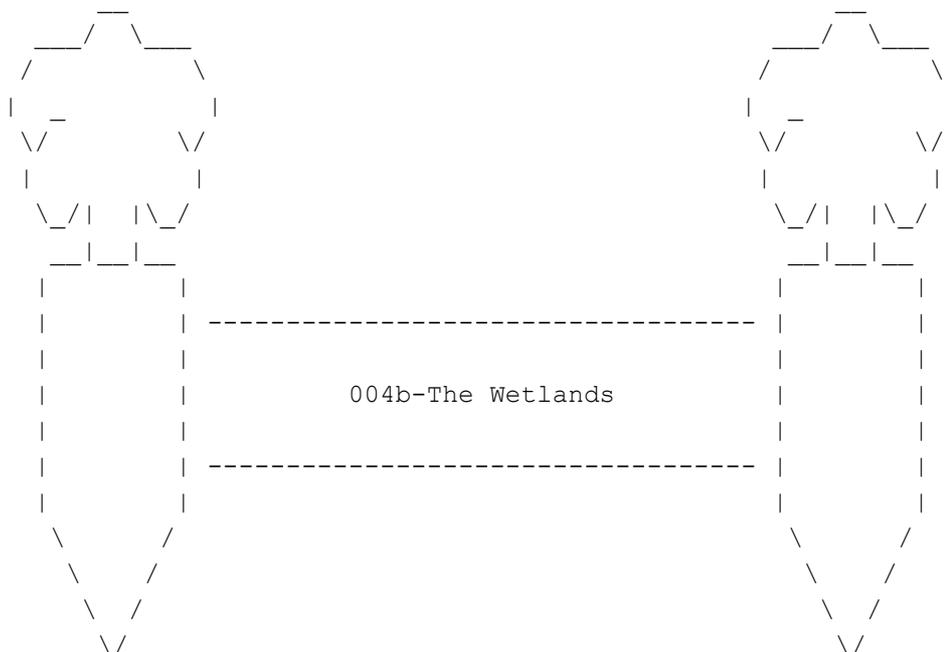
Move right, and ghosts appear, floating in a circle. Oh no! Jump past them, timing it carefully. Go right and, more ghosts! Jump past them, and then go right to the exit.

Go right, and holy crap, more ghosts! If you're Dizzy, you can kill them, you know. Jump past them to the REAL exit, which takes you to the boss.

The boss is Dr. Freaky, who rides on a skateboard. Since the lab is "U" shaped, he rides up one end, flips around, rides up the other end, flips around, and repeats the whole process. When he flips around, he throws an anvil at you for some reason.

The way to beat him is to jump on his head. You have to jump over him to avoid being hit anyway, so just jump on his head while you do so. Try to jump towards him, that is, when he is going left, you're jumping right, and vice-versa. Jump on him three times, and he dies.

When he dies, he leaves you a key. The key to his heart? Ew! No, wait, it's just a normal key. Grab it to end the level and start the next one.



You're back at the partner selection stage. Shirley the Loon recommends that you choose Plucky, so you probably should do so.

Stage 1

Hmmm, you're in some sandy place. Weird. Anyway, to your right is quicksand. If you step in it, you sink quickly

and you'll have to press A repeatedly to get out. There's a sand crab that jumps in and out of the quicksand, too. But there's also eight carrots above the quicksand, so wait for the sand crab to dodge under the sand, then jump into the middle of the quicksand, so when the sand crab jumps up next time, it jumps up right into you, and dies.

Go right, and you see a walking sand crab. These guys are dangerous, because he can shoot his shell at you. You can jump on him though, if he's shell-less or not, which is what you should do.

Get the carrots while going right. At the next quicksand, the sand crab will walk along the sand at times. Wait until it does so, then jump on it to kill it. Then get the carrots above the quicksand and get out of the quicksand.

Go up the sand dunes, getting the carrots and killing the sand crab. At the dip in the sand dunes, there is a balloon that lets you switch to your partner, who should be Plucky. Switch to Plucky, and keep going right.

Kill the sand crab in your way, and you reach some water. Jump over the water to a platform with a sand crab on it (kill the sand crab). If you land in the water, you jump out by pressing A and up.

Do a running jump off of this platform, repeatedly pressing A to glide down to the water. Cool! You glide past two fish. Swim right to a platform with sand crabs on it. You can try jumping up from this platform to get some carrots.

Go right, and you find another platform with a sea urchin on it. Jump over the sand crab and keep going right. At the next high platform, jump out of the water (A + up) and pop the balloon for a heart.

Get the carrots here, then walk across the next platform, jumping over the sea urchin when it comes, because you can't jump on them to kill them. Then, just swim along the top of the water to make it to the exit door, unscathed.

Stage 2

You're entirely underwater now, which is good because Plucky is the best swimmer, being a duck. While underwater, you can press B to spin around and throw a whirlwind at any attackers. The whirlwind does not go in a straight line, though, which means attacks can miss.

Go right, using A to kick, and up and down to go up and down. When the ceiling opens up, keep going right, and you'll find an area with sea urchins. You have to time your swim so you don't get hit by a sea urchin. Do this by swimming against the bottom of platform in the middle (vertically-wise).

As soon as you're past that, go down to the ground and walk right. You see fish swim by like crazed maniacs. Walk

right along the floor, which is safe, and go up/right past the fish when they aren't in the way.

Head all the way up, and go right. Some fish swim at you, so use the whirlwind attack to take one of the fish out (if this doesn't work, swim left out of the fish's range, then swim back right and try again). Swim right, going across where the fish would have been.

You run into a wall, with a downward current nearby. It sends you down (duh). Move right out of the current as soon as you can. Go right in this small area, ducking under the fish when it comes. You reach an upward current. Ride it all the way to the top, then go right.

Go right while against the top wall to defend against the sea urchins below. After you pass two, get to the bottom wall, to dodge the next sea urchin, which comes along the ceiling.

Go right, and you make it out of the water. Hm. Jump over the sea urchin there (since you can't kill it) and swim through a little bit of water to the door that leads to Hampton. Trade in your carrots for extra lives here.

Head back into the water and go right. You reach a current that sends you down. Go right, and you reach a big wall in your way. Swim down and around it, making sure not to hit the sea urchin on the wall on the way.

Go up, and you see jellyfish in the way. They swim up quickly and drift down slowly. Time it so they don't hit you as you move up past them, getting out of the water.

Once out of the water, go right to reach an exit door. Ah, no, Elmyra has returned! Jump to the stairs in the middle of the room and wait for the exit door to appear.

Elmyra will sometimes hold her hands together and ooze hearts from her head. Stand on one of the lowest platforms of the room (which happen to be closest to the door, which isn't a coincidence) and make a break for the door when she does this.

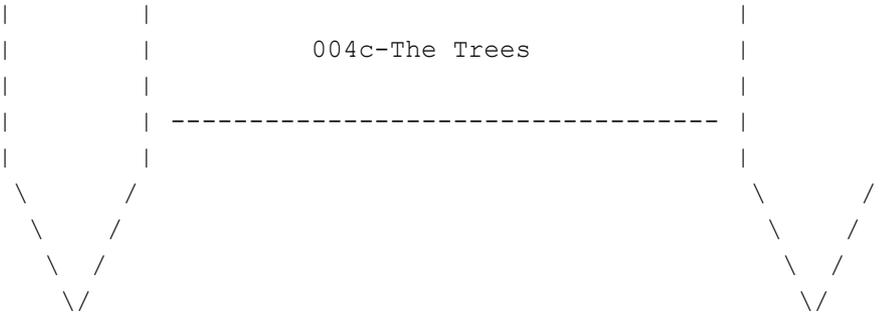
Stage 3

You're on a pirate ship now! Why? Who knows. There are pirates on the ship, who throw knives at you, and jump up the masts.

This is relatively simple. Jump up the left side of the first mast, then go down the right side of that mast. Enter the black doorway there. Go back to the beginning of this paragraph, and repeat the entire process.

Head up the mast above you to find a balloon that lets you switch partners. Then go right, killing the pirate you meet. Jump over the mast in your way, then go down and go through the black doorway.

004c-The Trees



You are at the partner selection screen again. Shirley the Loon suggests that you go with Dizzy, so pick him.

Stage 1

Jump on the tree stump, then jump to the tree branch. Jump left to get the green fruit on the tree. This green fruit takes the place of carrots for this level for some reason. I'm going to call them mangos, okay?

So get the mango, then jump back onto the tree branch from the stump. Move right along the top of a tree, and an owl will attack you (and miss). Then jump to the branch the owl was on, getting the mangos during your jump, of course.

Jump to the branch on the other side of the tree, and make a running jump to the tree branch you see to the right, with an owl on it. The owl, not expecting this, will miss you in its attack.

A squirrel will run at you, so jump over it. Get the mangos and go right, where you'll find the balloon that lets you switch to Dizzy. Then jump over the gap to your right (the squirrel may run out of this gap).

Now, you may think you can't go to the right, as the wall is too high, and gap under it too low. Well, au contraire, mont friend. Press B for Dizzy to do his tornado attack, and spin towards the wall. He destroys the blocks there, giving you enough room to pass.

Jump onto the trees there, and go right. You'll find a hedgehog, which rolls at you. Kill the hedgehog by landing on it, while it is not spinning (or else you get hurt).

Jump to the next tree and go across it, getting the mangos and avoiding the hedgehog (or killing it). At the end, fall off and hold left to land on the branch under the tree you went across.

Get the balloon for a heart, and jump over the stump to get the mango there (don't accidentally hit the hedgehog above as you do). Then go right and jump over the gap.

A hedgehog is in this small area. Spin and kill it, then jump to the next platform. If you're still spinning, you'll notice Dizzy breaks the platforms in midair while spinning.

Jump to the platform in midair to your right (it's one block wide), getting the mango as you do so. Jump to the branch, and to the branch above you.

Jump to the top of the tree, and wait for the hedgehog to roll at you before jumping on top of the hedgehog to kill it. Fall to the platform below (get the mango as you do), and jump on the hedgehog there.

Go left and jump on the stump. Jump to the branch to your left to get the mango there, then jump to the branch above you and go right again. Go to the end of this platform.

To your right are straw-colored platforms. When you touch them, they fall to the ground. You need to jump right across the platforms, jumping to the next one before the one you're on falls.

On the second platform, you need to either do a full jump (hold A for a long time) or jump when the platform is near the bottom of the screen to avoid the owl that gets in the way of your jump.

You reach a block in midair. Jump from that to some trees. Go right across three trees, getting the mangos nearby and avoiding or killing the squirrels.

Past the trees, go into spin mode and go right, killing the hedgehog there, and the owl that flies at you. Get the mangos in the air above you, then jump over two more straw-colored platforms to the exit.

Stage 2

Note: From now on in this level, there are no more carrots/mangos, for no apparent reason.

Go right along this branch. Jump over the tree trunk in your way, then fall right off of this branch, near a squirrel. Jump on the squirrel to kill it.

A tree trunk blocks your way right, but simply press B to spin through the obstruction. You run into an evil tree that spits bats at you. Jump over the tree and keep going right.

Jump over the next tree trunk and fall to the ground. Go left for a balloon with a heart in it, then go back right. Wait for the evil tree to shoot bats out, then dodge the bats and pass right underneath the evil tree.

Jump across the tree stumps here, and you eventually reach the ground again, most likely with a bee in tow. Go right. Jump over the stump, and at the evil tree, spin to kill the bats who attack (and maybe the bee that's following you).

Jump up the trees now, and at the top, go right. Past some hedgehogs is a balloon that lets you switch characters, which you should do, because jumping becomes important with

this level's boss.

Go right more, passing over a hedgehog and an evil tree. Then jump right from tree to tree, to the exit. Boy, this level sure is simple when you do it with Dizzy!

Elmyra is waiting for you. What you're supposed to do is jump on the platforms in the air to get to the other side of the room to the exit. Or you could wait fifteen or so seconds, and make a mad dash for the exit, using the B button to run. Both of these ways work.

Stage 3

For some reason, you're inside a cave. Go right, and two bats will attack you (you can see them coming from the right). Then drop down the shaft, where rats are waiting at the bottom.

Go right, and there is some water. Jump across the platforms so you don't fall into the water (if you do, swim under the platforms and jump left out of the water). Some bats are above you, but they don't hurt you.

Jump left to the platform with the rat on it, jumping from the higher of the two platforms on the right there. There isn't a lot of room, but you can jump on the rat here.

Jump to the platform above you and head right, jumping on the rat in your way (this time there is plenty of room). Go right down the stairs to your right (or do a super-jump right, which seems quicker) to a door.

You go through the door, to another part of the cave. Jump to the platform on the right, then jump to the platform on the left, then jump back right. Jump up the rock here, and fall right off it to reach some water, with fish in it.

Swim right across the water to another doorway. You could find a bouncy ball here by doing a super-jump left, but this is hard as you go through the doorway as soon as you touch it. So you're better off just going through the doorway instead.

Go right, and you'll see a pink spike ball, which would be extremely dangerous and scary if it wasn't pink. Run right past it, timing your run so it doesn't hit you.

You must slip past another pink spike ball to go left. Fall to the floor, then jump right over the water. Jump on the rat in your way, and at the water, float down to the bottom and walk right (to avoid the fish), then swim up and out when the fish isn't around.

Go right through the rat-infested caverns here. You reach two gaps. Jump over the first one to reach a balloon with a heart in it, and jump over that gap to the exit. You may notice an area above you, which is a hidden area that you could have reached if you were Furball (I tried this, and

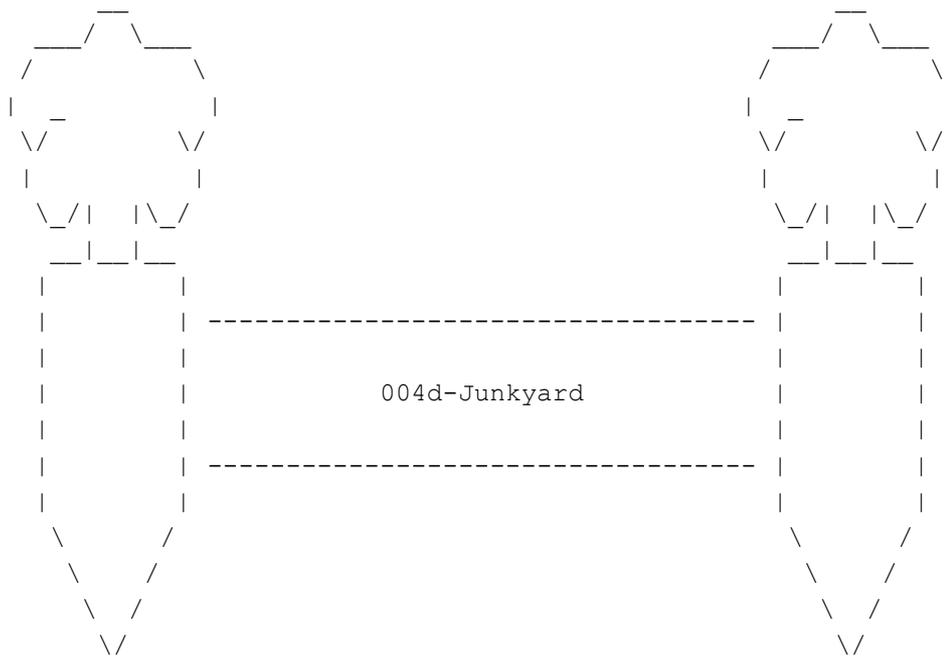
found that it had a fish and a rat in it. Some hidden area!).

You are taken to the boss, who is some monstrous dog thing, like Arnold, so I'm going to call it "Arnold's Cousin Flem". I get the feeling that Flem fell out of the Arnold family tree and landed on his head, causing permanent brain damage.

There are two platforms on the ground here, while there are several moving platforms at the top of the screen. If the platforms at the top of the screen are going right, Flem will land on the left platform. If they are going left, Flem lands on the right platform. Use this to avoid Flem, as he likes to fall on you.

When Flem lands, he will run to the space in between the platforms and fall down. The process then repeats. You need to jump on Flem while he's running. Jump on him three times, and he dies.

When he dies, he leaves you a key. The key to his heart? Ew! No, wait, it's just a normal key. Get it to end the level.



Shirley the Loon says to pick Furball for this level, so do so, unless you want to seriously risk hurting Shirley's feelings.

Stage One

You're in the city in this level. Note that this is the point in the game where the designers ran out of interesting ideas and decided to just make things as hard as possible, because game designers believe that "hard" is a synonym for "fun". Most pornography stars feel the same way, too, although I am unable to further delve into this topic onto the grounds that this game is designed for children.

Anyway, because the game designers ran out of interesting ideas, things get repetitive, and there is no need for me to go into detail about most sections of this level. So please excuse the brevity of this section of my guide.

Walk right. In this level, every trash can that does not have a lid on it contains a cat with an ugly moustache, who pops out of the can to throw a can at you. You can kill the cats by jumping on them, which doesn't work most of the time, because you must jump on the cat when it is not throwing a can, which lasts only about .4 seconds.

The apartment windows contain dogs, which look exactly like the dog from "Duck Hunt". In case you don't know, everyone who played that game hates that dog with a burning passion. The dog will throw flower pots at you.

Go right, past the cats and dogs. You reach a red box. Get the carrots above the box here, and jump over the gap to reach a rat. Jump on the rat to kill it.

From now on, the red box area will have no enemies, but will instead focus on you having to get carrots and make jumps over gaps. After the red box area is a small expanse of the apartment complex with cats and dogs, which is identical to the last apartment complex, except that the dogs and cats are in different places.

After that is some more red box area, which includes the balloon that lets you change to Furball. Do so, and keep going right.

You run into another apartment complex. This time, there is no ground, so you must jump across the platforms, all of which are as wide as Furball (meaning there's not a lot of room for you to land) without falling. This is hard enough as it is, but you have to deal with the added problem of dogs throwing flower pots at you while you do so. This means that you'll have to do it really fast (making it harder to land) to avoid being hit, or else you have to dodge a lot.

Luckily, Furball is a cat, so if he touches the side of a platform, he slides down. While sliding, you can press A to have him jump up, giving you another chance to land on the platform. This is harder than it sounds.

Past the apartment complex is a simple red area that leads to the exit.

Stage Two

There are three enemies in this level:

The first enemy is the cat, who pops out of tire piles that (mostly the ones that are four tires high) to throw cans at you. Don't those cats have anything better to do?

The next enemy is the barrel. If you stand on one, it will hurt your feet. I'm guessing the barrels are full of thumb tacks or something.

The last enemy is a rat. These rats (which are girls) jump out from the other side of the wall, and then run at you.

This stage is just a mixture of cats, barrels, and rats. You don't need me to describe it in detail to tell you how to get through.

When you reach the exit, you wind up with Elmyra. All you have to do is climb up the left wall as Furball, then jump off to the exit in the top/right corner, which may not appear for a while.

Stage Three

Okay, now we're back to a stage with a unique design. This time, your goal is to go straight up.

Jump from platform to platform, going up, and soon you reach some rats. Kill them, and when you get past the second rat, run up the left wall to skip an awful lot of jumping you would have to do if you weren't playing as Furball.

Do the jumping up the left wall thing for two move rounds, then you have to do the jumping from platform to platform to reach the top. Kill or avoid the various rats and Sweetie Birds who are there to hurt you.

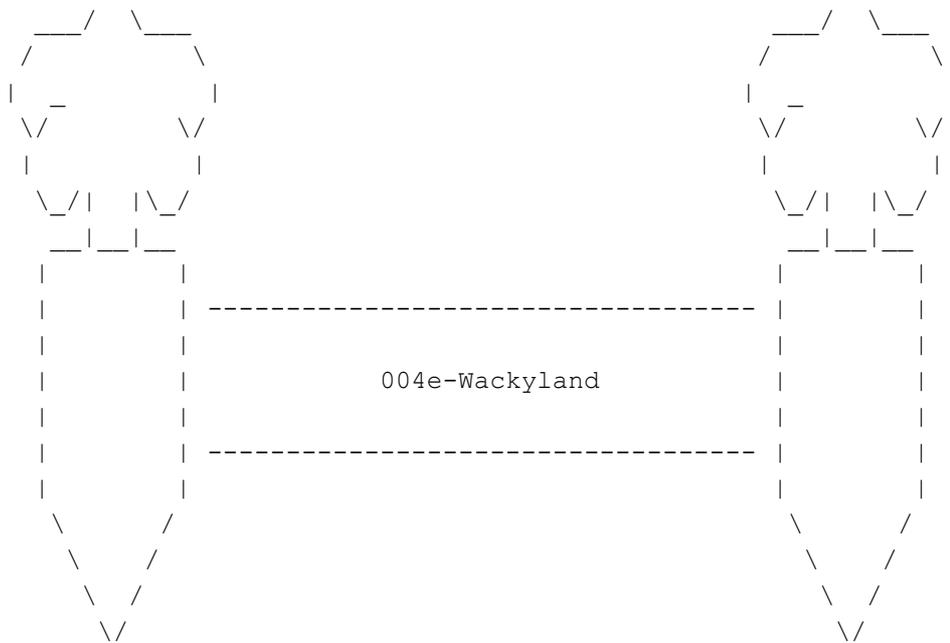
When you reach the exit, you can go through to the boss fight. If you need a heart, you can go up further (run up the leftmost wall) to find a balloon with a heart. Then go through the exit to fight the boss.

The boss is Big Monkey Who Jumps Up And Down. Basically, the big monkey jumps up and down. When he lands, the ground shakes, which immobilizes you (you have to jump to avoid this, that is, when the ground shakes, you must be in midair).

After the shaking, a monkey falls from the sky on the platform on the right, then it will walk left off the platform to its death.

To defeat the Big Monkey Who Jumps Up And Down, you must be on the platform on the right. When the monkeys who fall walk left, you must jump on them to kill them. You have to kill two monkeys in a row to make part of the platform that the Big Monkey Who Jumps Up And Down stands on break off.

Make all four parts of the platform break off, and the Big Monkey Who Jumps Up And Down falls down to its death, leaving you a key. The key to his heart? Ew! No, wait, it's just a normal key. Get it to end the level.



Shirley has no recommendation for you, so choose whoever you want. By the way, there are no stages or boss in this level. Your goal is to find all the dodo birds.

Jump right across the platforms, most of which are moving platforms. Land on the platform that isn't moving, which has a small creature on it. That's a dodo bird. You need to get them all.

Go right past more moving platforms, and then you'll find some non-moving (purple) platforms. Go right across the top one, as the bottom one has a green slimer on it.

Once the platform breaks up into little platforms, jump over the first one (it has a green slimer on it), then jump across the enemy-free platforms to Hamton's place, which is the last time you'll see Hamton or carrots again in this game.

Go right, and when the platform breaks up into little platforms, jump over the second one, which has a green slimer on it. Then jump across the platforms to the door that takes you to another part of Wackyland.

Go right, up the hill, and you'll find a balloon that lets you change characters if you want to. Then go down the hill, where a walking pail is hanging around, shooting out bubbles that hurt you. These are, obviously, the famous bubbles of doom, which are described in great detail in the best-selling novel "Harry Potter and the Bubbles of Doom".

On the next platform are jumping footballs (I guess, technically, they should be called "footballs"). On the next platform is another walking pail with bubbles of doom. At the hill, jump to the platform in the air to your left, then jump right from that to a platform with another dodo bird.

Jump from there to a platform with a jumping football on it, then go past two platforms with walking pails on them. Get the dodo bird on the platform there (easy) and jump

right to the next platform.

The next platform has a walking pail on it, and past that, all you have to do is jump across some enemy-free platforms to the door, which takes you to another part of Wackyland.

On the platform you start on is an eyeball with a stupid hat. I'm guessing the hat is supposed to make the eyeball resemble a detective so lame "Private Eye" jokes could be made at the expense of this character.

Go past the eyeball to find small platforms, one of which has a really happy pen on it. Then pen will bounce back and forth, sometimes jumping from one platform to another. You're supposed to wait until the pen jumps, then you jump to the platform the pen was on.

Past the pen is a platform with another eyeball on it. On the next platform, jump left across the platforms in the air to reach the dodo bird. That's the second to last dodo bird, by the way.

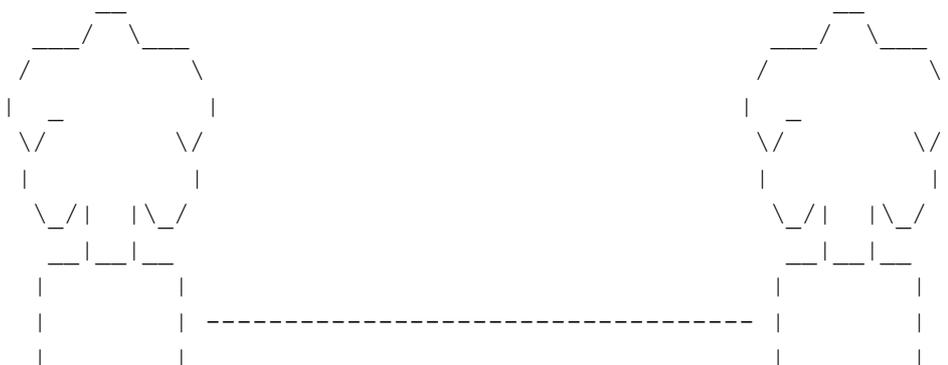
Go right past this eyeball-infested platform to small platforms with two pens on it. Then go across an archway with two eyeballs on it. You'll notice the last dodo bird is under the archway, but you can't fit inside it.

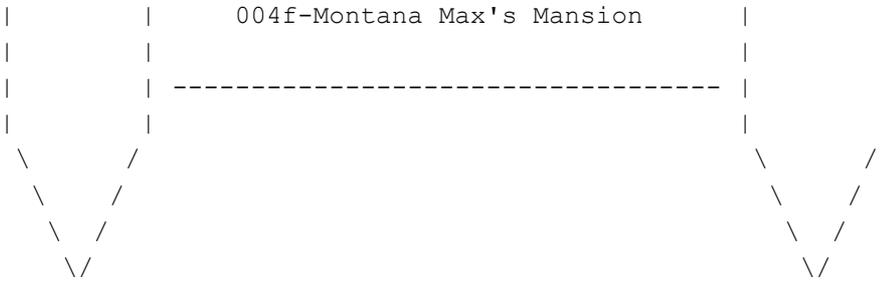
What you have to do is run left (using B) and press down while running (do this well before you run into the stone column) to slide underneath it.

Then get the dodo bird, which means you've found the last of them, so the level is over! Hey, I just thought of something. Isn't it strange that there are five dodo birds, when they are supposed to be extinct? The answer is no, that's no stranger than the fact that eyeballs with stupid hats are attacking you.

Anyway, the five dodo birds morph together to form a really big dodo bird, the one that was featured in the Tiny Toons episode where the evil bad guy, a carnival/circus operator, ends up going to hell, where Satan taunts him (now that I think about it, that seems awfully inappropriate for a children's TV show).

The big dodo bird, who just so happens to be insane, gives you a key for some reason. The key to his heart? Ew! No, wait, it's just a normal key. Get it to end the level.





Once again, Shirley has no idea who your partner should be. However, I do. Pick Furball.

Stage One

All right, you're in Montana Max's mansion! As I remember correctly, the various Tiny Toon characters had no problem whatsoever in driving Montana Max crazy within minutes. So beating him in the game should be a snap, right?

Wrong. Montana Max has quite a security system in place, to protect him from the Tiny Toons. If he hates the Tiny Toons so badly, why did he kidnap Babs in the first place, huh? What an idiot.

Unfortunately, he's an idiot with a horde of bad guys at his control and a well-protected house. Dang.

There are two levels to this stage. On the bottom level are security guards, who throw knives at you. You want to jump on them to kill them, so they don't throw knives at you. On the top level is Montana Max's butler, who is incapable of opening his eyes.

Kill the security guard and jump to the platform on your right. Montana Max's butler comes and turns off the lights. Wait a while, and the lights come back on, then keep going right.

You'll see a chandelier, which falls on you, so dodge left as soon as it falls. Then kill the security guards here and jump to the platform right of this one.

The butler turns off the lights again. Then jump across the small platforms here (which you might fall in if the lights are off, on account of not being able to see them).

The next platform has two security guards (kill them) and a chandelier, so dodge it. Past that is a locked door. Buster uses one of the keys he got to open the door. Aha, so that's what the keys are for!

Stage Two

Get the balloon to change into Furball. Jump to the next platform, which has a security guard on it.

Remember the sliding move you did to get the last dodo bird in Wackyland? You're going to have to do that to slip

underneath the five sets of spikes in this level. The main key to doing this is speed, because if you have to stop to try a run again, you'll probably get distracted by having to kill security guards to clear things up for you.

Past all the spikes is a locked door. Furball uses a key to open it.

Stage Three

Jump on the purple platform that goes straight up. In the walls here are cannons that shoot money bags at you. You have to dodge the cannons.

To dodge the cannons on the right wall, you must crouch down with the down button. To dodge the cannons on the left wall, you must jump over the money bags. That's how to do it.

Of course, it's a lot harder than that, so at the top of the level is a balloon with a heart in it, and a locked door that you open with a key.

Stage Four

In this stage, Arnold the Pit Bull will run at you, going at fifty miles an hour so you barely have time to jump to avoid him. He appears on all of the long platforms.

One way to avoid Arnold besides the previously-mentioned jumping bit is to climb on the side of a platform instead of jumping on it. Arnold will become confused and run, as if you were on the platform instead of sliding on the side of it. Once he runs by, you can go on the platform safely.

There's nothing to this stage besides Arnold, and the locked door you have to open.

Stage Five

Run up the left wall here, then jump off to run up the right wall. You'll notice gray "M" blocks coming out of the wall. You want to land on the top one, then jump left from it onto the ledge.

Jump to the ledge on the right, then climb up the right wall to the top of the room. Jump to the locked door to the boss fight.

Stage Six

The boss is Montana Max. He comes out onto the M platforms during this fight, stands for a while, then leaves.

Boxing gloves on springs pop out from the sides of the

room. Wait for the glove to spring out, then jump through the spring to the top of the glove. Then jump from the glove onto Montana Max (not into him, because that hurts you. Also, you have to jump through the spring of the glove, because approaching the glove from the other side hurts you).

The portrait of Montana Max on the wall will spit out gold coins at you. The coins will bounce around and hurt you. You can jump on them to get rid of them. There are only two gold coins onscreen at a time, thankfully.

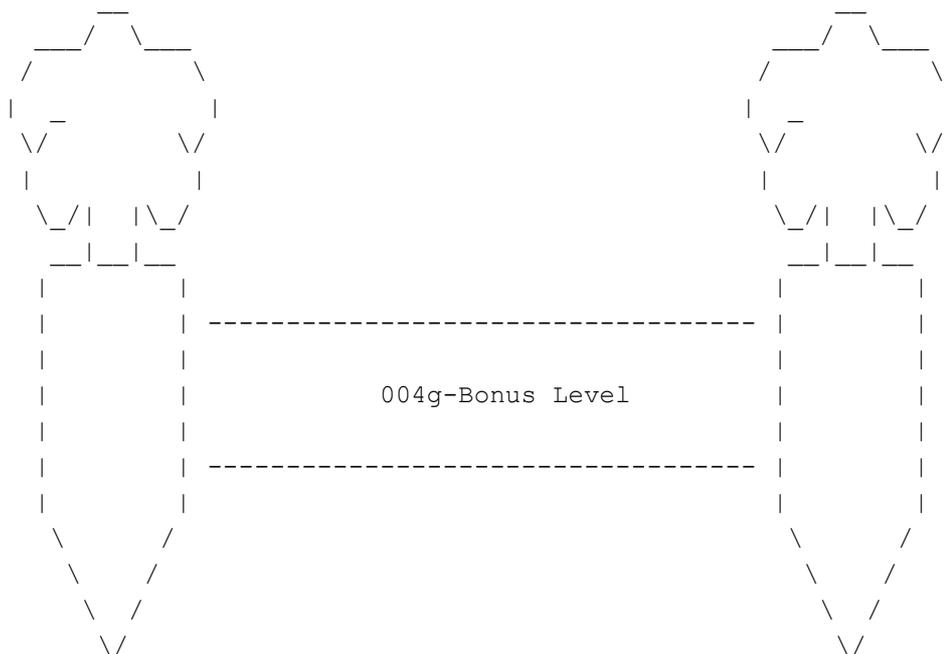
When you hit Montana Max twice, a second boxing glove will show up, appearing on the opposite side of the screen from the other boxing glove so you have to dodge it, in addition to the coins. Montana Max, on the other hand, doesn't have to dodge anything at all.

You need to jump on Montana a third time to beat him. You have to defeat Montana Max to get, you guessed it, the key to his heart. No, seriously, he throws a temper tantrum and you see the ending.

The ending has a picture of Buster Bunny who appears to be doing something naughty with Montana Max, and a picture of him planning on doing something extremely naughty with Babs Bunny.

Then you get to see the credits (because that's what you've been waiting for the whole time, right?), where you can read the Japanese names and figure out which ones could be pronounced so that they sound dirty, like "Kazuyuki Yamashita". And that's the end of the game! Say goodnight, Babs.

Babs: Goodnight, Babs!

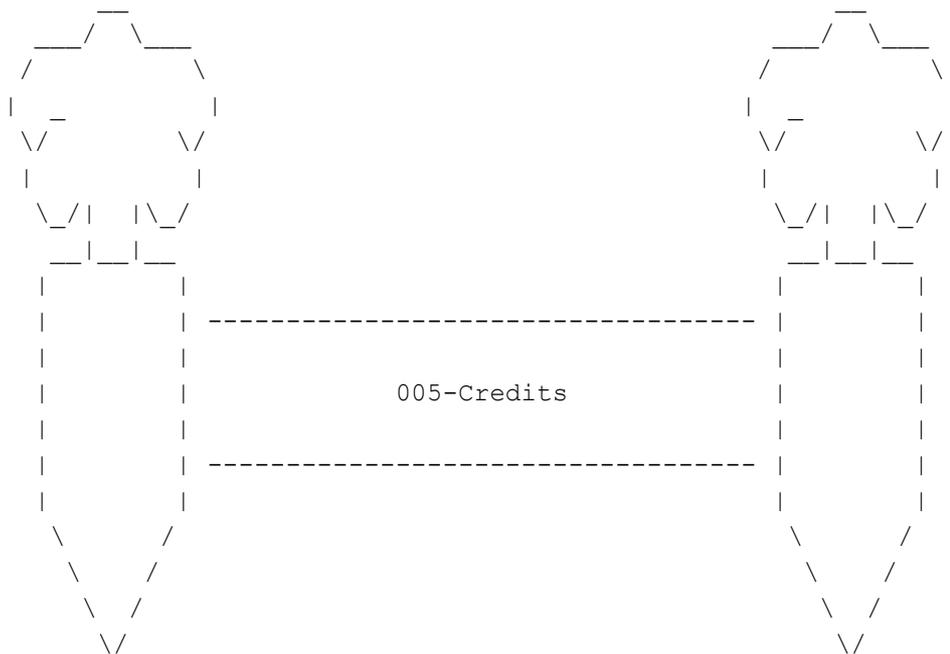


This level occurs if you finish a level with a number of carrots that is a multiple of eleven. I have no idea why eleven was the number that got chosen.

Anyway, this level consists of the boss fight, which is against Darth Vader and his two stormtroopers. You have to jump on the stormtroopers to momentarily get them to fall asleep.

Darth flies around on his platform, shooting lasers at you. Sometimes, he flies low enough for you to jump on his helmet if you do a super-jump (if he's not low enough, you get hurt instead).

Hit him three times, and you get an ACME heart, which is actually a 3-UP. I'm not sure why this level was put in the game.



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