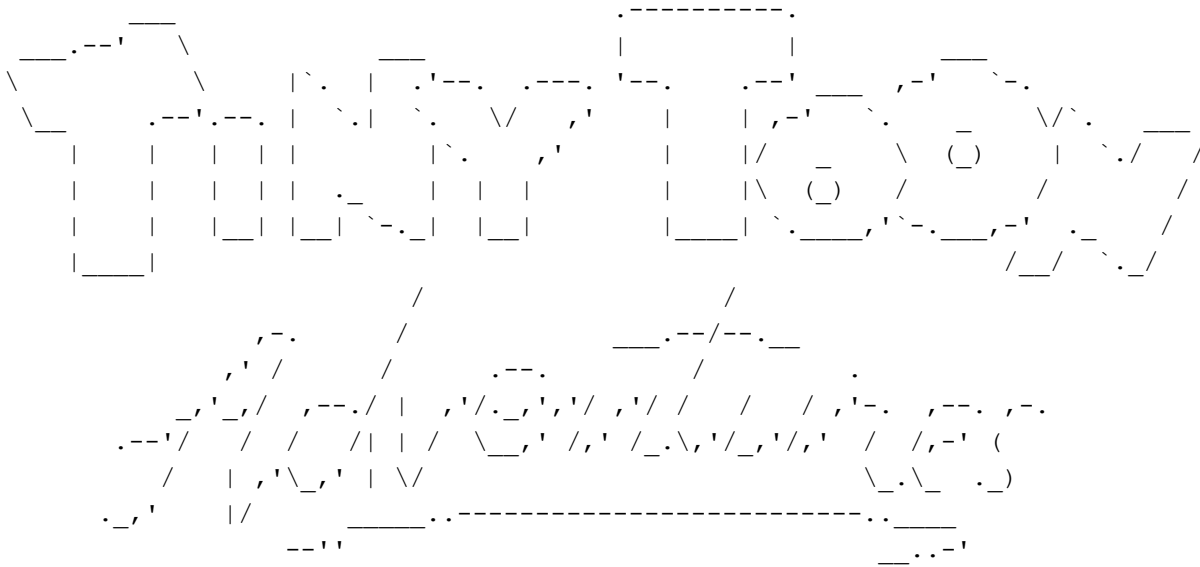


Tiny Toon Adventures FAQ/Walkthrough

by DomZ Ninja

Updated to v1.0 on Apr 8, 2013



TINY TOON ADVENTURES

FAQ/Walkthrough
Copyright (c)2007-2011 DomZ Ninja

Author: DomZ Ninja
E-mail: domzninja[at]hotmail[dot]com
Updated: 04/08/13
Version: 1.0

NOTE: This guide does contain spoilers!

TABLE OF CONTENTS

See that series of numbers to the right of each section? If you want to find a specific section in the FAQ, press CTRL + F to open a search box. Type in the series of numbers for the desired section that you're trying to find and press Enter. Whabam! The search function will take you there in an instant.

[1] VERSION HISTORY.....	[0100]
[2] CONTROLS.....	[0200]
[3] CHARACTERS.....	[0300]
[4] WALKTHROUGH.....	[0400]

The Hills.....	[0401]
The Wetlands.....	[0402]
The Trees.....	[0403]
Junkyard.....	[0404]
Wackyland.....	[0405]
Montana Max's Mansion.....	[0406]

[5] BONUS LEVEL.....	[0500]
[6] ITEMS.....	[0600]
[7] BESTIARY.....	[0700]

Enemies.....	[0701]
Bosses.....	[0702]

[8] THANKS/CREDITS.....	[0800]
-------------------------	--------

[1] VERSION HISTORY	[0100]
---------------------	--------

FAQ/Walkthrough #23

Version 1.0 (09/06/07) - FAQ/Walkthrough complete and submitted.

[2] CONTROLS	[0200]
--------------	--------

D-Pad	Move, Crouch (Down)
Start	Pause Game
Select	N/A
A Button	Jump
B Button	Run (Hold), Spin Attack (Dizzy)

[3] CHARACTERS	[0300]
----------------	--------

In the beginning of each world, you will be given the choice to play as one of three characters. When in a level, you'll automatically start off as Buster

Bunny. When you find a red ball inside of a balloon, touch it to turn into the secondary character. Each of the three have their own special traits and abilities, so try them all out to see who you like the best.

Buster Bunny

The main character of the game and most likely the character you'll use the most. He is always your primary character. Buster does not have any special abilities, so he is considered an all-around character to play with. There's really nothing special about him, so I usually go with one of the secondary characters to play as.

Plucky Duck

The first of the secondary characters, Plucky is a small green duck that has a very nice vertical leap. He can also swim very well; definitely the best out of all the characters. Plucky's special ability is that he can fly for short periods of time. When in midair, repeatedly press A to have him hover. This won't last long, as Plucky will slowly descend as you flutter along.

Dizzy Devil

The second of the secondary characters, Dizzy is a purple tasmanian devil that dons one of those propellar hats. He is a big guy and pretty slow, but his special technique is cool. By pressing B, Dizzy can spin around, destroying any enemy in his way. Dizzy will stop spinning if he is either hit by a foe or if the power bar runs out (which is at the bottom-left corner of the screen). You must wait for the power bar to fill in order to use the technique again.

Furball

The last of the secondary characters, Furball is a cute lil' blue cat. Furball is the best jumper in the game as he can jump the highest and the farthest. On top of that, Furball's special technique lets him claw onto walls or other objects. Simply jump towards a wall or the side of any large object and he'll stick to the side. Furball will start to slide down, but you can continue to scale the wall by pressing A again.

[4] WALKTHROUGH

[0400]

=====

You will start off on the world map. Move to the level where the sign with the number "1" is marked on it, then press Start to enter.

THE HILLS

[0401]

Stage 1

First off, you'll be given the choice between playing as Plucky, Dizzy, or Furball as your secondary character. Choose whomever you wish (it's an easy level), so I went with Furball. You will start off as Buster Bunny in this level. Walk to the right to encounter a Rat. The main method of defeating enemies is to stomp on their head. Destroy the Rat, then jump over the wall in front of you. Defeat the next Rat and jump over the hole while collecting the bunch of carrots.

Carrots are rather useful items. They are found scattered through each level, and your goal is to collect as many as you can. If you manage to meet up with Hampton with 30 carrots in hand, he will exchange them for an extra life. With that said, it should be clear that collecting carrots is very important.

After nabbing the first bunch, jump through the blue balloon to pop it. Grab the Heart found inside, which boosts your health. Now it takes two hits to kill you! Hop over the stump and jump up the Rat-infested platforms. Take out the Evil Duck floating over the gap to reach the other side. Grab the carrots and press Down while standing on top of the hill to slide to the bottom. Grab the carrots and defeat the Rats, then climb up the next slope.

Slide down the next hill and defeat the jumping Rat. Jump over the wall and hit the balloon to release a Star Ball. If you touch a Star Ball, you'll switch to your secondary character (if you grab a Star Ball as the secondary character, you will go back to Buster). Grab the Star Ball if you want to change players and collect the carrots nearby.

Jump over the next wall and dispatch of the Evil Duck. Climb the slope and jump across the gap to find another Rat. Take him out and continue on. Leap over the gaps to reach another hill; slide down to reach the level exit. Once the stage ends, your score will tally up and you move on.

Stage 2

At the start, collect the carrots and jump onto the platform with the Rat. Defeat it and move to another set of platforms. Climb to the top, then head down to the right. Use a running jump to cross the next gap, then jump from platform to platform to reach another Star Ball. If you want to switch your player, then go right ahead. If not, continue across the platform to reach a cave. Defeat the Rat walking around the entrance and head inside.

Jump over the first hole and continue up the large steps. Drop down on the other side to find a white door. Go inside to meet up with Hampton. You will get an extra life for every 30 carrots you have. Afterwards, head back outside and run to the right. Go down the steps and kill the Rat. Jump across the hole and destroy yet another menacing Rat, then continue on. Leap over the high wall to exit the cave.

Defeat the jumping Rat ahead and leap to the next ledge to find Arnold the Pit Bull. These enemies are very tough, since they throw sets of dumbbells at you. You must stomp on him three times for the win. These guys are especially tough to beat if you don't have a spare Heart -- I suggest just running past him. Jump across the platforms and avoid the jumping Rat. Once on the other end, walk into the level exit.

Well, it looked like the level exit. You will be transported into a small room with Elmyra in the center. Stand on either side of her on top of the slope and she will begin chasing you. Jump over her to the other side of the room. If you manage to touch Elmyra, you will be transported to Stage 1. So yeah, don't get hit by her. After several seconds of running away from the crazy girl, the

level exit will appear in the center of the room. Wait for Elmyra to stop before entering the doorway.

Stage 3

Climb the two staircases and take down the Rat that's making his way towards you. Jump onto the ledge on the left and continue up to find a Star Ball. Jump to the right and eliminate the Rat. Walk to the right and slide down the steps along the way. Avoid the Pumpkin Ghosts that float in this room. Continue down the stairs to reach the bottom of the room. Cross the gap and move along.

Take out the Rat and jump over the wall. Ascend the stairs and hop up to the ledge. Continue to the left to find a Stop Watch inside of a balloon. This nifty device will stop time momentarily. Go back to the ledge and go to the right to reach a gap. Drop down onto a small platform, then jump to the right to find another balloon. Break it open for a Heart. Jump to the steps above you and slide all the way down, defeating the Rats along the way.

See those purple spikes at the top of the screen? They're kinda like Thwomps from Mario; when you cross under one, it will fall down in an attempt to skewer you. Jump onto the wall to the left of the spike, then quickly drop down to the ground and run to the right. Jump over the gap under the next set of spikes and continue to the right.

Jump up the ledges to reach a hallway. Walk until you fall into a small ditch. Wait there and four Phantoms will appear around you. They will float around you in a circle, so jump through the hole in between one and continue on. You will come to a door, so head through to the next room. Sprint through the hall to trigger the appearance of four more Phantoms. Since you're going so fast, you shouldn't get hit. Enter the level exit to reach the boss's room. Ooh!

~~~ BOSS: Dr. Freaky ~~~~~

Dr. Freaky is a mad scientist who has taken up the hobby of skateboarding. Strange combination, no? The room you fight him in is very small. The floor in the center is flat, where the sides slope upwards. Think of it as a giant half pipe. Dr. Freaky will get his freaky on (hehehe... >\_>) by skating across the room. He will skate from side to side, going up the walls on the side. At the top of his jump, he will toss an anvil down below.

Jump over the mad doctor when he comes whizzing by you and avoid the anvil as well. As he comes skating to your position, jump on his head before he starts sliding up the wall. For example, stay on the left side of the room and jump in the air as Dr. Freaky starts skating by. Try and land on his head just before he goes up the slope and goes up the wall. Either way, you can only hit Dr. Freaky when he is flat on the ground. Hit Dr. Freaky on the head three times to win the battle.

~~~~~

Once Dr. Freaky is out of the picture, a key will appear. Pick it up to end the level and advance to the second world.

Stage 1

For this world, I seriously recommend Plucky for the second Stage alone. There is a pool of quicksand to the right, currently occupied by a jumping Hermit Crab. Defeat him and collect the carrots, then leap across the sand. If you fall in, repeatedly jump to get out. Continue across and defeat the other Hermit Crabs along the way. Make sure to avoid their shells, which can be shot off of their body. Hop over a second quicksand pit and you'll eventually reach a hill. Slide down and grab the Star Ball.

Defeat the Hermit Crab scuttling around on the floor and proceed to the right. You will come to a small pool of water. Jump over and take down the Hermit Crab here, then hop in a second pool. Repeatedly press A to swim upwards and avoid the Fish swimming around here. In order to hop out of water, press Up while jumping.

Swim towards a small platform that will enable you to walk on it. Avoid the two Urchins that crawl around the perimeter; you cannot defeat them. Jump to the right and collect the Heart, then continue along the way. Make sure to avoid the Urchins as you walk to the right. Continue across the platforms to ultimately reach the level exit.

Stage 2

This level is entirely underwater... therefore, it sucks. A neat little trick: press B to unleash a whirlpool in the direction you're standing. It depletes your power bar, so you cannot use it until it's refilled. Swim over the wall to the right to reach a large shaft. Swim upwards while avoiding the three Fish to reach the surface. Jump out to the right to find a Heart; collect it and jump back in the water. Drop down to the bottom of the shaft and swim to the right. Swim through either of the two tunnels while avoiding the Urchins.

Avoid the trio of Fish here and continue to the right. Use a whirlpool to take out one of the three Fish in this small tunnel, or you'll never get by. Go through and swim downward through the shaft. Once at the bottom, swim to the left to find a Star Ball on a small platform. If you choose to pass on it, then go to the right instead. Take out the Fish in your way and swim up another shaft.

There are two routes to take here in this waterlogged shaft. If you have a bunch of carrots with you, then take the top path. Avoid the Urchins on the ground and on the ceiling. You will end up reaching a door on a platform. Go inside to exchange your carrots for extra lives.

Take the bottom route when going up the shaft. Avoid the Urchins and the two Fish, then swim to the right. There is a lone Urchin in this small tunnel, so avoid it to find a Jellyfish along the way. Swim under the foe as he floats upwards, and continue to reach a large room. There are several Urchins crawling around the room, so take a direct route through the area to the other side. Once at the end, swim upwards while dodging the two Jellyfish. Jump out of the water and descend the stairs to reach a door.

You will appear in a room with Elmyra again. The room is much larger this time; there are two platforms on each side of the room along with a large platform in the center. Elmyra will be on the ground, so stay on the platforms above and let her run around below you. Once the door appears in the center of the room, you will have to drop down on the ground and run to the level exit. To do this, stand on one of the two outer platforms to have

Elmyra run under you. When she stops and stands still, drop down and run into the level exit.

Stage 3

You will appear on the deck of a pirate ship. Jump onto the platforms to the right to find a Pirate. These guys will walk back and forth while throwing swords at you. They will also jump to the platforms above and below, so watch out when they start hopping around. Defeat the two, then jump to the top platform and run to the right. Drop to the platform below and take out the two Pirates. Drop to the ground and enter the doorway.

You'll come out on the other side. Jump up the platforms and eliminate the Pirates around here. Leap up to the uppermost platform, then drop down on the other side to find another door. Go through to reach the other side. Jump up to the platform above you for a Star Ball. Move to the ledge on the right to find a lone Pirate. Defeat him, then jump to the right. Continue to reach a dead end; drop down to find a Pirate and a doorway. Defeat the foe, then enter the inner portion of the pirate ship.

Break the balloon to the left for a Heart, then drop down to the lower level. Hop over the small boxes to find an Anvil Rat. Get close to him to have him throw it, then dodge it. Stomp on his head and drop down to the next floor. Take out the second Anvil Rat and leap over a series of barrels. Drop down through the hole to the lowest floor.

This floor is pretty tricky. First, jump over the spike pits in front of you, then take out the Anvil Rat. Next, spikes will be found on the ceiling. Make sure not to jump too high or else you'll get hit. Some spikes will fall from the ceiling, so make quick, short jumps throughout the floor. Jump up the boxes at the end of the room and make your way to the top. Avoid the Anvil Rat's weaponry and take him out. Jump up the steps and go through the door.

~~~ BOSS: Pirate Captain ~~~~~

The Pirate Captain is somewhat tougher than Dr. Freaky. The arena is a fairly simple layout: there is the ground, two platforms in the center of the room, then three more above those at the top of the arena. The Pirate Captain will run all over the place; usually jumping up and down on the platforms. He'll usually jump from the top to the center platform, then to the ground, then back up. You must step on his head in order to damage him.

Once you do so, the Pirate Captain will jump out of the arena and throw a big barrel down at you. It will crash down on the middle platform and roll off, then rolling to the side of the stage; it's very easy to avoid. After dodging the barrel, the captain will appear again. Do this a total of three times to defeat the pesky Pirate Captain.

~~~~~

A key will appear on one of the platform after winning the battle. Grab it to finish the world. Time to move on!

Stage 1

Shirley suggests that you go with Dizzy for this world, so do as she says. Hop onto the stump, then onto the tree branch. Apples are substitutes for carrots in this world, so try and collect them along the way. Avoid the Owl and grab the other two apples as you land on the next tree branch. Dodge the next Owl and kill the Chipmunk that runs by. Jump over the tree to find a Star Ball. Grab it and continue to the right.

You will be stopped by a seemingly dead end. There is a small nook next to you, but it's too small for you to walk under. Instead, use Dizzy's spin attack to destroy the blocks and jump to the tree branch above. You will find a Hedgehog to the right of you. No it's not Sonic, so kick his ass with a spin attack. Just for the record, you cannot stomp on a Hedgehog's head when it is spinning.

Jump to the tree branch to the right and take out the next Hedgehog. Stand on the edge of the branch and you will see a path below you. Drop off of the branch while holding Left on the D-Pad and you will land on the path under you. Grab the Heart and the apple here, then go to the right. Take out the Hedgehog and jump up the two small platforms to reach the next tree branch.

Exterminate yet another pesky Hedgehog as you walk to the right. Drop down to the ground below and walk towards the yellow platform. This part is tricky -- the platforms will fall from under you, so quickly jump across the platforms to the other side. Also watch out for the Owl that swoops down at you. Jump to the small wood block, then to the tree branch. Take out the Chipmunks that run around the perimeter of the trees and proceed through the treetops.

Dodge another Owl that comes your way and walk to the right. Jump over the tree stumps to reach another set of unsteady platforms. Quickly hop across the two, then to the level exit. Yay!

Stage 2

This level is a real pain. From the start, walk to the right and destroy the blocks with your spin attack. Drop down and defeat the Chipmunk, then smash through the next set of blocks nearby. Avoid the Evil Tree: it will spit a trio of Bats at you. Either dodge them or jump over them. Jump on top of the Evil Tree and drop down to the right. Drop all the way to the ground and go left to find a Heart. Collect it and walk to the right. Avoid the Evil Tree and jump over it. Hop over a couple tree stumps to find another Evil Tree. Jump on top of it and drop to the right.

There is a Beehive above you that will release Bees at you, so quickly jump to the right and remember to use your spin attack if you get overwhelmed with baddies. Jump to the tree stump and drop to the ground below. Jump over the stump to find another Evil Tree to the right. Run under it, then jump to the platform nearby. Get ready to use a Spin Attack to destroy the Bats, then jump next to the Evil Tree to get on top of it. From there, leap to the tree branch on the right.

Avoid the two Hedgehogs and walk to the right to find a Star Ball. A Beehive below you will shoot out Bees, so run away from them and take out the Hedgehog to your right. Dodge the Bats that shoot out of the Evil Tree and drop down to the ground. There is a long set of blocks to your left, so use a spin attack to destroy them all. Jump to the left and watch out for the Evil Tree. Drop down the series of steps to find a door. Go inside and exchange your carrots (or apples) for extra lives.

Return to the long string of breakable blocks and head right this time. Jump over a handful of tree stumps to reach the level exit. You will enter a stage with Elmyra again. This time, you only have small blocks to stand on instead of a large platform. Continue across the tiny platforms while Elmyra follows to the right side of the room, where the level exit is. Wait for her to stop, then drop down and speed through the door.

Stage 3

You will arrive in a damp cave. Walk to the right to spot two Bats perched on the ceiling. Avoid them when they fly by and drop down the shaft. Destroy the two Rats found down here and walk to the right. Jump up the platforms while avoiding the Bats that swoop down from above. Continue up to the top, then leap to the left. Defeat the Rat, then go up to find another Rat. Take him out and run down the narrow passage. Run down the steps while avoiding the Bats, then enter the doorway.

Jump up the tiny ledges and make your way to the top. Drop down the stairs and fall down into the water below. I wouldn't mess around here since Dizzy isn't the best swimmer, so swim to the right to find another doorway. Once in the next room, jump up the steps to reach another narrow tunnel. A spiked ball will float up and down, so quickly run under it before it crushes you. Jump over the next ball and it will drop to the ground. Wait for it to float up again, then run under it. Drop down into the water below.

Swim to the right and jump onto dry land. Take out the Rat and jump into the next pool of water. Swim past the Fish and jump out, then defeat the next Rat that stands in your way. Drop down below and continue to the right, taking out the Rats as you go. Hop over the gap to find a Heart. Collect the Heart, then jump to the level exit. Boss battle!

~~~ BOSS: Wolf-Man ~~~~~

I don't know what to call this guy, but he does look like a deranged werewolf. So there you go. You will arrive in an arena with two platforms. There are many stalagmites on the ceiling that will rotate around the arena. When they stop, the Wolf-Man will drop down from the ceiling onto a platform. From there, he will run to the hole in the center of the arena and fall through. This process will repeat over and over.

If the stalagmites move to the right, then the Wolf-Man will drop onto the platform on the left. If they're moving to the left, then he will fall on the one to the right. Pay attention to the stalagmites so Wolf-Man doesn't fall on top of you. You have to jump on top of his head before he falls into the hole. Do this a grand total of three times to take the Wolf-Man out.

~~~~~  
A key will drop down after the fight. Pick it up to move on to the next world.

=====

JUNKYARD	[0404]
----------	--------

=====

Stage 1

Go with Furball in this world, since he's awesome. A building lies in front of you, so run to the right. You may notice some open windows in the buildings. Dogs will pop out of the window and drop flower pots on you. Dodge the pots and walk towards the garbage can to the right. A Cat will stick its head out and throw cans at you. Avoid this as well. I found it easiest to simply dash through this area until you reach a platform with some carrots.

Jump over the gap and defeat the Rat here. Jump across the large hole below while collecting the trail of carrots in the air. Continue jumping across platforms to reach a balloon with a Heart. Grab it and approach the next building. a Cat will appear out of the trash can along with a Dog above you. Avoid the stuff they throw at you and jump past the remaining garbage cans. Run to the right to find a Star Ball.

Change into your secondary character and approach the next building. There is a Dog above you throwing pots at you, so you will have to avoid him while crossing the tiny platforms. This is extremely hard, since you will have to dodge flower pots while trying to cross tiny blocks. You will have to dodge five dogs and cross around ten or fifteen platforms to reach the level exit.

It's not a very good strategy, but I had to sacrifice one of my Hearts to ultimately cross the area. I also used Plucky to fly towards the first one and step on him. The momentum of defeating the first dog let me fly over all the other ones. But again, that's not a good strategy since you're forced to use Plucky for the rest of the world. The good news is that the level exit is just past this area.

Stage 2

You will arrive in the heart of the junkyard. Watch out for the Cats that appear out of the tires and oil drums. I'm not sure why, but I always seem to get hurt when I step on an oil drum. So I would advise you to not jump on top of one.

Walk to the right and a Fox will jump out from behind the fence and run to the left. Jump over him and continue along. Dodge another Cat and another Fox and leap over another stack of tires (a Cat lies inside). Collect the Heart and doge another Cat. Run to the right and avoid a Fox that jumps from over the fence. Continue along while avoiding more Cats and Foxes until you reach a string of two oil drums in a row. Jump over all two and a Fox will jump down at you. Quickly avoid him by running to the right.

Avoid the next Fox that comes at you and continue to the right. Continue to the right to find a lone tire next to the level exit. A Cat will appear in here, so don't let your guard down. Jump over it and head into the exit. Like always, you'll appear in a room with Elmyra. You must ride three spinning platforms to the top of the room, where the exit is. If you're Furball, you can simply climb up the left wall to the top.

Stage 3

The level starts off with you inside of a building. Jump up to the ledge above to find a Star Ball. Continue up and defeat the jumping Rat. Walk across the ledge on the left and take out the next Rat. Jump up to the next Rat and a Sweet Bird; defeat them both and step on the purple platform. Ride the platform to another one and jump on. The third purple platform goes up and down, so jump on that one when the time is right. Of course, you can also use Furball to simply climb up the walls.

Once on top, jump to the platform above and take out the Rat. Avoid the Sweet Bird that floats down from above and ascend the platform. Continue upwards, where you will find two jumping Rats on platforms. Take them both out and continue up the building. Avoid the Sweet Bird and jump onto the platform that will take you up another floor. Some more Sweet Birds will fly up from below you. Continue up the platforms and defeat two more jumping Rats. Jump across each tiny platform and dodge another Sweet Bird to reach the next floor.

Walk up the stairs and destroy one last Rat to reach the level exit. There is an area above the exit, but you need Furball to access it. To get there, climb up the wall and collect the Heart up here, then head through the exit.

~~~ BOSS: Kong ~~~~~

A giant gorilla on top of a skyscraper? Sound familiar? Anyway, there will be two platforms sloping downward towards a hole in the center of the arena. Kong will be standing on a small platform above you. When he jumps in the air, a shockwave will be sent out and you will be frozen. Simply jump when he does to avoid getting immobilized.

After jumping, Kong will drop two Baby Monkeys onto the platform to the right. Step on them before they walk off of the cliff. Once you defeat both, a small section of the platform Kong is standing on will crumble. As you can see, the platform that Kong stands on is composed of four parts. You know what that means? Repeat the process of destroying two Baby Monkeys to make Kong's platform disappear entirely, sending the big ape to his doom.

~~~~~  
After Kong is defeated, another key will appear. Collect it and move on.

===== WACKYLAND [0405] =====

Stage 1

Shirley doesn't recommend anyone, so I went with Plucky. At the start, jump to the platform and continue to reach several moving platforms. Cross the platforms carefully to reach a small island with a Dodo. You must collect all Dodos in the level in order to win. Collect DODO #1 on the island, then continue across the platforms. Drop down onto the checkered ground and walk across the blocks.

Carfeefully jump across the blocks to reach a door. Hampton is inside, but you probably don't have any carrots. Move across the platforms and watch out for the Green Blob as you approach the door. Climb the hill and get the Star Ball to change characters. Defeat the Crazy Bucket and slide down the next hill. Hop over the gap and defeating the Jumping Footballs. Take out the next Crazy Bucket and jump onto the small platform above you. From there, grab DODO #2 to the right.

Drop down and defeat the Jumping Football, then jump to the right. Watch out for the bubbles emitting from the Crazy Bucket and take him out as well. Go up the hill and jump to the next platform, where you will find DODO #3 on a small ledge. Proceed to the right, defeating another Crazy Bucket, to

eventually reach another doorway.

Defeat the Private Eye running around in front of you. Geez, no wonder they call this place "Wackyland". Anyways, hop across the islands and defeat the Giant Pen, and you should spot another Dodo on top of a high platform. There are pillars on both sides, so jump to the right and defeat another Private Eye. Jump up the blocks to reach the platform. Grab DODO #4 and jump down to the right.

Kill yet another Private Eye and continue across some more platforms. Watch out for the two Giant Pens that stand in your way. Wait for them to jump in the air, then move under them. Jump onto a platform with two Private Eyes and defeat them both. You will spot a Dodo bird under the platform, however he is sealed in. Walk to the right side and you will notice a small crevice. In order to get through, you must build up some speed and slide under. To do this, hold down B to run, then press Down to slide through the nook. From there, collect DODO #5 to finish the level.

The Dodos magically combine and turn into a giant Dodo bird. It gets weirder: the Dodo turns into a key. Collect it to end the level/world. Yep, it's just one level. Woo, I love easy levels. =)

```
=====
MONTANA MAX'S MANSION                                     [0406]
=====
```

Stage 1

Go with Furball for this world. At the start of the level, defeating the Security Guard who fancies throwing nightsticks at you. Jump to the platform, and the Butler on the floor above you will turn out the lights momentarily. Jump to the ground on the right and avoid the chandelier that will fall if you move under it. Defeat the next two Security Guards and jump to another island.

The lights will turn off again, so wait until they go back on and continue across. Jump across another platform and defeat another Security Guard duo. Avoid the chandelier to reach a locked door. You'll automatically use one of the keys you receive during your journey to unlock it.

Break the balloon in front of you for a Star Ball. Jump to the right and take out a Security Guard. Walk to the right to lure another one over, then kill him. You will have to slide under the spiked ceiling, so run and press Down to slide under it. Do the same with another set of spikes.

There are a total of five sets of spikes that you must slide under. The trick is to be quick (lol rhyme), since you have the random ability to slide right through Security Guards unharmed. Once at the end, you will unlock another door.

Step on the purple platform to travel up a large shaft. On the side are cannons that shoot out bags of money. Dodge the first two on the right by ducking, then jump over the money bag that's shot out of the leftern cannon. There's around seven cannons on the right side and five or six cannons on the left. Make sure to take low jumps; if you jump too high then you'll end up hitting another money bag above you. At the top is a Heart and a locked door, so head on through.

From the entrance of the room, jump to the platform on the right. Arnold the

Pit Bull will come down from the ceiling and charge at you with incredible speed. As soon as you hit the ground, jump in the air to soar over him. He will appear on the next two platforms, so dodge him the same way. Leap onto the next two pillars to reach another locked door.

This next room is the sole reason why I had you choose Furball. You are stuck at the bottom of another large shaft, and metal platforms will come out from the wall. They will stick out and slide back into the wall, giving you little time on the platform. Use Furball's wall climbing technique to climb up to the first two platforms, then jump to the right side.

Climb up to the second platform, then jump to the ledge on the left. Jump up another step, then climb all the way to the top of the shaft. Go through the locked door to meet up with Montana Max himself.

~~~ BOSS: Montana Max ~~~~~

This battle is very, very tricky to master. Montana Max will be standing on one of two platforms on either side of the arena. In the center of the arena is a cannon that will shoot out giant coins. While Montana Max stands on one of the platforms at the top of the room, giant boxing gloves will shoot out of either side of the arena. Your goal is to use the gloves as stepping stones to reach Montana Max.

Lucky for you, you can jump through the springs and onto the glove. Once on the glove, jump onto Max's head to damage him. While you do this, you must also watch out for coins. Only two coins shoot out at a time, and they can be destroyed by stepping on them.

After damaging Montana Max once, the battle will change slightly. Now two boxing gloves will shoot out of the arena sides; usually both on one side. Not only that, but they extend much farther. So when you see one, run to the other side of the room to avoid getting punched to hell. It's much harder to use the gloves as stepping stones, but you can even use the coins that bounce around to reach Montana Max. Hit him on the head three times to win the battle. And that's all, folks!

~~~~~

And that's a wrap! Montana Max is defeated, and Babs is saved. Watch the incredibly lame ending to Tiny Toon Adventures, then sit through the credits.

=====

[5] BONUS LEVEL [0500]

=====

If you finish a world with a number of carrots that is a multiple of 11 (11, 22, 33, 44, etc), then you will be given access to a bonus level. You will enter Duck Vader's ship and you will do battle with him and two Stormtroopers.

The Stormtroopers will shoot laser beams at you and Duck Vader will happily float around on a small spacecraft. Duck Vader will also shoot laser beams down at you, so watch out for them as well. When his gun shines, run under him. You cannot kill the Stormtroopers, but you will knock them out momentarily with a step on their head.

Hopefully you know by now that if you press A after stepping on an enemy, you can jump extra high. In order to damage Duck Vader, step on a Stormtrooper and press A to get some extra height. You should be able to reach Duck Vader, so jump on his head to damage him. Duck Vader also flies down to the ground at times, so you can jump on his head without the assistance of one of his lackeys.

Hit Duck Vader in the head three times to defeat him. In his place is an Acme Heart, which gives you three extra lives! If you choose to strategically get a specific number of carrots and defeat Duck Vader, you can end up with a boatload of extra lives.

[6] ITEMS

[0600]

Carrots

Carrots are found in many of the levels and are used in order to get some extra lives. You can exchange carrots for extra lives if you meet up with Hampton (he's found inside of random doorways in some levels). For every 30 carrots, you will get an extra life. For some odd reason, carrots are replaced with apples in the first stage of World 3.

Balloon

These aren't really items, but balloons are used to hold other items, such as Hearts and Star Balls. Blue in color, these balloons will either float in place or sway back and forth. Simply jump on top of a balloon to pop it, revealing the juicy contents inside.

Heart

Hearts are your health, basically. They are found inside balloons and will give you an extra health. Normally you die after taking one hit, but Hearts allow you to get hit twice before biting the dust. If you manage to collect a Heart while having one Heart in stock, then you will receive an extra life. Acme Hearts will give you three lives, and are only found by defeating Duck Vader in the bonus level.

Star Ball

These are also found in balloons, and will bounce around until collected. Star Balls will let you change characters, so grab it to change into a different character. Star Balls are found in virtually every level, and will reappear if you move off of the screen (useful if you want to change back into your other character). They do bounce around, so grab them before they accidentally bounce into a hole!

Stop Watch

If I'm not mistaken, the Stop Watch is only found in one level. When you collect a Stop Watch from inside of a balloon, it will freeze time for several seconds. Useful for getting past some annoying enemies.

[7] BESTIARY

[0700]

ENEMIES

[0701]

Rat

The most common enemies, Rats come in two different colors. The most basic are the purple Rats. All they do is either walk back and forth or jump up and down in the air. Blue Rats are found in one level, where they are equipped with anvils. They will throw an anvil if you get too close.

Duck

Ducks will fly up and down, usually over holes. They are good for stepping stones, since they don't really do much to attack you.

Arnold the Pit Bull

This guy is only found in two levels. The first time you meet him, Arnold will walk back and forth while throwing dumbbells at you. You must hit him on the head three times in order to defeat the beefed-up dog. Arnold is also found in the final level, but you cannot defeat him. He will drop down from the ceiling and charge at you, so you can only avoid him.

Elmyra

Elmyra is found at the end of the second level in the first four worlds. She must be avoided at all costs. She cannot be defeated and will constantly chase you. If you are hit by Elmyra, you will be brought back to the beginning of the world you're in. Bummer!

Pumpkin Ghost

These ghastly pumpkins will float around and appear out of holes in the haunted mansion level. If you step on their head, they will revert back to a normal pumpkin. From there, you can step on it again to defeat it. Either way, the pumpkin will disappear when detached from its body.

Phantom

Phantoms will appear in groups of four and will float around in a circle. They usually surround you, so you'll have to jump out of their circle. There is no way to defeat a Phantom, so simply avoid them.

Hermit Crab

Some Hermit Crabs will swim around in the quicksand. They will jump high in the air and burrow under the sand. Others will run back and forth on the ground and occasionally throw their shell at you. One stomp on the head will put them away.

Urchin

Urchins will slide around the perimeter of an object. They cannot be harmed, so all you can do is avoid them.

Fish

Fish are usually found in packs and will calmly swim back and forth. However, they will charge you if spotted. Use your whirlpool attack to defeat them.

Jellyfish

Jellyfish will quickly float upwards, then sink back down. It's best to avoid these guys by swimming under them.

Pirate

Pirates are quick little buggers. They will run back and forth and usually jump onto platforms above or below them. If you face one, you're at risk of getting stabbed by their swords.

Owl

These birds are found perched on tree branches, but will swoop down at you with incredible speed if you come anywhere near them. They will fly down, then float upwards off of the screen.

Chipmunk

Similar to Urchins, Chipmunks will scurry around the perimeter of a base. However, they are easily dispatched by a well-placed foot.

Hedgehog

Hedgehogs will roll up in a ball and spin towards you. They cannot be harmed when in ball form (in fact, you will get hurt if you step on it when curled up), so the only way to defeat them is by stepping on their head when standing upright.

Evil Tree

These creepy faces will light up and spit out three Bats. You cannot defeat the trees, but you can take out the Bats that appear.

Bee

Bees will fly out of their beehive and pursue you. There is no way of destroying their nest, so simply take out the insects one by one.

Bat

Bats are shot out of Evil Trees and will fly towards you. Some Bats are also found by themselves in the cave level. Step on them as they fly past you.

Dog

These annoying enemies will hide in windows and pop out if you get too close. They will throw flower pots at you and hide back in their room. They don't move and are used as great stepping stones.

Cat

These purple felines are found tucked away in garbage cans. They will throw cans at you, then retreat in their stinky home.

Fox

Found in the junkyard, Foxes will jump over the fence and dash at you. Watch out when they hop over the fence in the background and step on their head when they land.

Sweetie Bird

Sweetie Birds will float down from the sky and move left and right. They are pretty slow, so avoiding them isn't much of a problem. Some Sweetie Birds can also fly upwards, but such a sight is rare.

Baby Monkey

Found at the boss's lair, Baby Monkeys will fall from the sky and walk to their doom, like a robot of sorts. These guys must be destroyed in order to defeat Kong, so take out these lemming imitators before they do it themselves.

Green Blob

Found in Wackyland, these green... blobs will pop out of blocks and roar at you. Nothing special, so just stomp on them.

Crazy Bucket

Crazy Buckets will run back and forth while spitting out bubbles. Avoid the bubbles as they float down to the ground and step on the bucket to take care of these baddies.

Jumping Football

So many crazy enemies in Wackyland. These footballs will hop about in an attempt to land on you. Give them a taste of their own medicine when you encounter one.

Giant Pen

A master at jumping, Giant Pens will leap extremely high in the air and jump back and forth across tiny platforms. One step on the head will put these relatively harmless enemies away for good.

Private Eye

It's an eyeball with feet and a bowler hat. Private Eyes run around in circles, so put them out of their misery with a good stomp.

Security Guard

The enforcers of Montana Max's mansion, these Security Guard will chuck their nightsticks at you. They're usually found in groups, so take them out quickly before you get a faceful of their weapons.

Butler

Butlers appear on the top floor of the mansion and will annoy you by turning off the lights. Pesky.

Money Bags

Cannons will shoot out bags of money at you. They cannot be destroyed, so either duck or jump over them.

Duck Vader

Duck Vader is found in the bonus level and will ride a floating spacecraft while shooting down at you with his laser gun. Use his head as a stepping stone three times to win an Acme Heart.

Stormtrooper

These two Stormtroopers will accompany Duck Vader and will also assist in zapping you. Step on their heads to knock them senseless for several seconds.

=====

BOSSSES	[0702]
---------	--------

=====

~~~ BOSS: Dr. Freaky ~~~~~

Dr. Freaky is a mad scientist who has taken up the hobby of skateboarding.

Strange combination, no? The room you fight him in is very small. The floor in the center is flat, where the sides slope upwards. Think of it as a giant half pipe. Dr. Freaky will get his freaky on (hehehe... >\_>) by skating across the room. He will skate from side to side, going up the walls on the side. At the top of his jump, he will toss an anvil down below.

Jump over the mad doctor when he comes whizzing by you and avoid the anvil as well. As he comes skating to your position, jump on his head before he starts sliding up the wall. For example, stay on the left side of the room and jump in the air as Dr. Freaky starts skating by. Try and land on his head just before he goes up the slope and goes up the wall. Either way, you can only hit Dr. Freaky when he is flat on the ground. Hit Dr. Freaky on the head three times to win the battle.

~~~ BOSS: Pirate Captain ~~~~~

The Pirate Captain is somewhat tougher than Dr. Freaky. The arena is a fairly simple layout: there is the ground, two platforms in the center of the room, then three more above those at the top of the arena. The Pirate Captain will run all over the place; usually jumping up and down on the platforms. He'll usually jump from the top to the center platform, then to the ground, then back up. You must step on his head in order to damage him.

Once you do so, the Pirate Captain will jump out of the arena and throw a big barrel down at you. It will crash down on the middle platform and roll off, then rolling to the side of the stage; it's very easy to avoid. After dodging the barrel, the captain will appear again. Do this a total of three times to defeat the pesky Pirate Captain.

~~~ BOSS: Wolf-Man ~~~~~

I don't know what to call this guy, but he does look like a deranged werewolf. So there you go. You will arrive in an arena with two platforms. There are many stalagmites on the ceiling that will rotate around the arena. When they stop, the Wolf-Man will drop down from the ceiling onto a platform. From there, he will run to the hole in the center of the arena and fall through. This process will repeat over and over.

If the stalagmites move to the right, then the Wolf-Man will drop onto the platform on the left. If they're moving to the left, then he will fall on the one to the right. Pay attention to the stalagmites so Wolf-Man doesn't fall on top of you. You have to jump on top of his head before he falls into the hole. Do this a grand total of three times to take the Wolf-Man out.

~~~ BOSS: Kong ~~~~~

A giant gorilla on top of a skyscraper? Sound familiar? Anyways, there will be two platforms sloping downward towards a hole in the center of the arena. Kong will be standing on a small platform above you. When he jumps in the air, a shockwave will be sent out and you will be frozen. Simply jump when he does to avoid getting immobilized.

After jumping, Kong will drop two Baby Monkeys onto the platform to the right. Step on them before they walk off of the cliff. Once you defeat both, a small section of the platform Kong is standing on will crumble. As you can see, the platform that Kong stands on is composed of four parts. You know what that means? Repeat the process of destroying two Baby Monkeys to make

Kong's platform disappear entirely, sending the big ape to his doom.

~~~ BOSS: Montana Max ~~~~~

This battle is very, very tricky to master. Montana Max will be standing on one of two platforms on either side of the arena. In the center of the arena is a cannon that will shoot out giant coins. While Montana Max stands on of the platforms at the top of the room, giant boxing gloves will shoot out of either side of the arena. Your goal is to use the gloves as stepping stones to reach Montana Max.

Lucky for you, you can jump through the springs and onto the glove. Once on the glove, jump onto Max's head to damage him. While you do this, you must also watch out for coins. Only two coins shoot out at a time, and they can be destroyed by stepping on them.

After damaging Montana Max once, the battle will change slightly. Now two boxing gloves will shoot out of the arena sides; usually both on one side. Not only that, but they extend much farther. So when you see one, run to the other side of the room to avoid getting punched to hell. It's much harder to use the gloves as stepping stones, but you can even use the coins that bounce around to reach Montana Max. Hit him on the head three times to win the battle. And that's all, folks!

=====

[8] THANKS/CREDITS [0800]

=====

Of course, this guide couldn't have been made without some extra help. Here is a shoutout to everyone who made this FAQ possible:

CJayC: For being an awesome host of an awesome site.

Eternal Czar Smapdi: For being the best co-author anyone could have, and for being yourself.

FESBians: Because you're cool.

You: For reading this FAQ.

-----  
LEGAL  
-----

This document is copyright (c) DomZ Ninja 2007-2013.

This document may be found on the following sites:

- \* GameFAQs - <http://www.gamefaqs.com>
- \* GameSpot - <http://www.gamespot.com>
- \* IGN - <http://faqs.ign.com>
- \* Super Cheats - <http://www.supercheats.com>
- \* Neoseeker - <https://www.neoseeker.com>
- \* HonestGamers - <http://www.honestgamers.com>

The latest update of this document can always be found on GameFAQs.

Other sites may use this document, but only with my permission. If you see this document on a website not listed above, please email me. Do not edit or alter this document in any way. Do not steal anything from this document. Do not host or distribute this document for profit. That is plagiarism, and it is against the law.

If you have any questions, comments, or anything that you would like to add to this guide, then feel free to email me. My email address is found at the top of this guide. However, if you do email me, please include the name of the game in the title. Lastly, thanks for reading and using this FAQ. If you like this FAQ, then please recommend it to others by clicking the "recommend" button at the top of the guide. :]

<http://www.gamefaqs.com/features/recognition/52173.html>

"They say in chess you've got to kill the queen and then you've made it"  
- Red Hot Chili Peppers

---

END OF DOCUMENT

This document is copyright DomZ Ninja and hosted by VGM with permission.