Looney Tunes Racing FAQ

by beno_jange

Updated to v0.8 on May 21, 2004

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                 Unofficial Looney Tunes Racing FAQ
                     For Sony PlayStation Only
                          Version 0.8
                         By Beno Jange
                 Email: beno_jange@hotmail.com
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   I. Disclaimer ............................................... 0100
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This FAQ is intended for personal use only. It can't be used for any
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allowed to update, edit, translate, HTMLize, reproduce or do anything
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offenders will severely dealt with. Furthermore, it is protected by US
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All copyrights and trademarks (if any) are acknowledged.

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  II. Table of Contents ......................................... 0200
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 III. Revision History .......................................... 0300
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v0.6  - 06/02/2001 - First release.


v0.8  - 05/19/2004 - Minor Updates.
                     - Corrected that is token not gem that we collect
                       (Thx to Charles T.J. Skeavington)
                     - Corrected the weapon names
                       (Thx to Charles T.J. Skeavington and /rico
                       Carvalho)
                     - Added one character in Acme Challenge
                       (Thx to /rico Carvalho)
                     - Corrected some grammar and spelling errors.
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  IV. Author's Note ............................................ 0400
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About This FAQ ................................................... 0401
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Welcome to my Unofficial Looney Tunes Racing FAQ. This is my second FAQ
for racing games after Chocobo Racing. As I check on GameFAQs and there
aren't any single FAQs for it so I decided to make one for it. This is
just a minor update. I corrected the weapon names and added one
character in Acme Challenge. Thx to Charles T.J. Skeavington and /rico
Carvalho especially for /rico who remind me to update my FAQ. For easy
searching just highlight the keyword number on the Table of Contents
and press Ctrl+F. Pls excuse for my poor English.


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How to Get the Update ........................................... 0402
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The newest revision of this FAQ can always be found at:
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= GameFAQs                    http://www.gamefaqs.com
```

This FAQ can also be found at:
```
= Game Advice                 http://www.gameadvice.com
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NOTE: If you find this FAQ not on the above site pls let me know.


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How to Contact Me ............................................... 0403
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Any questions (including asking for permission to post this FAQ),
critizisms, contributions, suggestions, etc are welcome as long as you
state "Looney Tunes Racing" or "LTR" as a subject of your letter. Tell
me where did you read this FAQ. Pls write it politely. I will surely
answer it if I have the time. May be you got the reply within an hour.
Who know? My email address is on top of this FAQ.

NOTE: I am not hiding secrets or any other information, i.e. everything
      I know about Looney Tunes Racing is in this guide.
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   V. Game Reviews ........................................... 0500
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Quite alot cartoon racing game has been published for PlayStation. Each
racing game competes for the best sales. It seems that Circus Freek and
Infogrames wanna be the winner by creating the beat 'em up cartoon
racing game. Then they released Looney Tunes Racing. This game features
3 different languages: English, Espanol, Francais.

The graphic is great. We can play many arenas in this game. There are
also quite alot of characters to choose. Each character has their
advantage and disadvantage. While shooting the enemy we can see some
funny effects. The storyline is really looney style but it's not so
depth. You have to win the race to make your wish come true.

The music is awesome. All of the musics are taken from the original
Looney Tunes clip. Each arena has their own music. Btw, where is Taz
music? The sound effect is great. It's fun to see Tweety come out in
the main menu and speak to us. But we can't pick him on the race. We
can hear each character comment when we select him.

Playing this game is fun. This game offers you to play in Championship,
ACME Challenge and Multiplayer. This game features analog controller.
Unlocking the movies, characters and tracks on this game is great as an
innovation of this game. When you want to play the racing game in
looney style then you should buy this game.

Well, here are my ratings for this game:
- Graphic    : 8.5/10
- Storyline  : 8.0/10
- Music      : 8.5/10
- Sound      : 8.5/10
- Game Play  : 8.5/10
- Innovation : 8.5/10
- Overall    : 8.4/10
- Difficulty : Easy
- Buy/Rent   : Buy
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   VI. Game Basics ........................................... 0600
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Controls ...................................................... 0601
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/\              = Camera Angle, Cancel.
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[]              = Brake.
O               = Fire.
X               = Accelerate, Confirm.
R1              = Power Slide.
R2              = Rear View.
L1              = Power Slide.
Start           = Pause, Skip FMV, Open Up Menu.


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Items ................................................... 0602
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Red Token       = 1 Power Ups.
Green Token     = 2 Power Ups.
Blue Token      = 3 Power Ups.


------------------------------------------------------------------------
Weapons ................................................... 0603
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Cream Pie       = Hit the enemy in front of you.
Boom            = It will explode when someone touch it.
Rain Cloud      = Slower tracking, cause rain then zap the enemy.
Homing C.P.     = Faster tracking to hit the enemy.
Anvils          = Hit all of the enemies by using falling anvil.
Dust            = Run faster, no corner bump, cause catastrophic crash to
                  the opponent when the opponent touch it and can't be
                  hurt by any weapons temporaly.

These all brand new names are contributed by Charles T.J. Skeavington
and /rico Carvalho.
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 VII. Menu ................................................... 0700
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Championship ................................................... 0701
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This is where you can race with your competitors in several tracks.
Each time you place 1st, 2nd and 3rd, you will get the point. The
character with the highest point will win. Once you have won the
Despicable then you will able to make your wish come true with the help
of the genie.

The point is distributed as follows:
- 1st place       = 10 points.
- 2nd place       = 6 points.
- 3rd place       = 4 points.

The Championship is categorized in:
- Rascal          = This is the beginner level.
- Stinker         = This is the intermediate level.
- Despicable      = This is the advance level.


------------------------------------------------------------------------
Single Race ................................................... 0702
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This is actually is a training mode. The track is unlocked each time
you've won the track in Championship. Each time you place 1st, 2nd and
3rd, you will get the point. The character with the highest point will
win.

The point is distributed as follows:
- 1st place   = 10 points.
- 2nd place   = 6 points.
- 3rd place   = 4 points.

The Single Race is categorized in:
- Rascal   = This is the beginner level.
- Stinker   = This is the intermediate level.
- Despicable   = This is the advance level.
- Bonus Levels   = As it says, this is the bonus levels.

ACME Challenge 0703

This is another neat feature from LTR. This is where you should
complete certain tasks in order to complete the level. Each task is
quite unique and fun.

The ACME Challenge is categorized in:
- Floor 1   = This is the beginner level.
- Floor 2   = This is the intermediate level.
- Floor 3   = This is the advance level.

Multiplayer 0704

As it says this is the place where you can race, tag with your friends.
I don't know exactly how many players will be available to play in this
mode. My assumption is about 8 players can play in this mode.

The Multiplayer is categorized in:
- 2 Player VS   = You will race one on one with your friend.
- 2 Player Battle = You will tag one on one with your friend.
- 2 Player Wacky   = You will tag one on one with your friend in several
                     rounds.

Options 0705

This is where you can configure your audio, controller, save / load,
watch the movies and credits as like usual games.

The Options is categorized in:
- Audio Options   = This is where you can configure the audio.
- Controller   = This is where you can configure the controller.
- Load / Save   = This is where you can load / save the game.
- Movies   = This is where you can watch the movies.
- Credits   = This is where you can see the credits.
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VIII. Walkthrough 0800

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This is actually not a walkthrough in which describe how to beat the
certain track. This will only tell you what to do to unlock several
stuffs in Looney Tunes Racing.

Championship
o Beat Rascal to unlock Foghorn Leghorn.
o Beat Stinker to unlock Pepe Le Pew.
o Beat Despicable to unlock Yosemite Sam and Hector.

ACME Challenge
o Beat Floor 1
  - With at least bronze medal to unlock Porky.
  - With at least silver medal to unlock Sylvester.
  - With at least gold medal to unlock Granny. (Thx to /rico Carvalho)
o Beat Floor 2
  - With at least bronze medal to unlock Elmer Fudd.
  - With at least silver medal to unlock Duck Dodgers.
  - With at least gold medal to unlock ??????.
o Beat Floor 3
  - With at least bronze medal to unlock Gossamer.
  - With at least silver medal to unlock ??????.
  - With at least gold medal to unlock ??????.

NOTE: ?????? haven't got it yet so pls send them to me.

Championship
o Beat Rascal to unlock ACME Factory.
o Beat Stinker to unlock Planet Y.
o Beat Despicable to unlock Wacky Land.

ACME Challenge
o Beat Floor 1 to unlock Garden Speedway.
o Beat Floor 2 to unlock Planet X Speedway.
o Beat Floor 3 to unlock Forest Speedway and Duck Dodgers' Speedway.

Championship
o Beat Despicable
  - With Bugs to unlock Bugs Ending.
  - With Taz to unlock Taz Ending.
  - With Lola to unlock Lola Ending.
  - With Daffy to unlock Daffy Ending.
  - With Wile to unlock Wile E Ending.
  - With Marvin to unlock Marvin Ending.
  - With any secret characters to unlock Championship Ending.

ACME Challenge
o Beat Floor 3 to unlock Challenge Ending.

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   IX. Tips & Tricks ............................................. 0900
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Hidden Characters And Bonus Tracks Cheats ....................... 0901
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All of these tips & tricks come from the GameSages:
   http://www.gamesages.com/


All of the following cheats are entered at the Main Menu.

Character Or Track       | Cheat Code
-----------------------------------------------------------------------
Foghorn Leghorn          | Right, Right, L2, Square, Square, Select
Pepe Le Pew              | Left, Right, R1, Circle, Square, Select
Yosemite Sam             | Left, Right, R2, Square, Circle, Select
Sylvester                | Left, Left, L1, Triangle, Circle, Select
Rocky                    | Triangle, Left, R2, Circle, Circle, Select
Granny                   | Circle, Triangle, Triangle, L1, R1, Select
Gossamer                 | Triangle, Circle, R2, R1, Square, Select
Duck Dodgers             | L2, Square, Square, Triangle, Circle, Select
Evil Scientist           | Square, Circle, L2, R2, Triangle, Select
Genie                    | Square, L1, R1, Triangle, Circle, Select
Hector                   | Triangle, L2, L1, Triangle, Square, Select
Garden Speedway          | R1, Right, Left, L1, Square, Select
Planet X Speedway        | R1, Square, Circle, L2, Triangle, Select
Duck Dodgers Speedway    | Circle, Left, Square, Square, R2, Select
Forest Speedway          | Triangle, R2, Left, Triangle, L1, Select
Planet Y                 | Right, Left, Triangle, L2, L1, Select
Wackyland                | L1, Circle, Square, R2, Triangle, Select
ACME Factory             | L2, R1, R2, Triangle, Circle, Select

NOTE: Still miss the codes for Porky and Elmer, pls send them to me.


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Driving Tips ................................................... 0902
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These tips are based on my playing experience:
- Place the bomb on turbo pad.
- Shoot the cloud when the enemy is not too far from you.
- Shoot the homing i.c. (ice cream) when you happen to see the enemy.
- Use power slide for quick turn.
- Try to get into as many turbo pads as you can.
- If you have analog controller then use it.


Anymore tips & tricks? Pls send them to me.

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   X. GameShark ................................................. 1000
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All of these codes come from the Game Shark Code Creator's Club:
   http://www.cmgsccc.com/


These codes was made and tested on GameShark v3.2.
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```
01 Always First                                   300D64E5 0000
02 Max Championship Points                        300C21DC 00FF
03 Infinite Max Special                           800D6554 0006
04 All Cups & Tracks Unlocked                     800986E8 FFFF
                                                  800986F4 FFFF
                                                  800986F8 FFFF
05 All Characters Unlocked                        800986F0 FFFF
                                                  800986F2 FFFF
06 All Movies Unlocked                            800986FC FFFF
07 All Challenges Completed                       800986EC FFFF
                                                  800986EE FFFF
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NOTE: I won't bear any responsibilities for the use of these codes.
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  XI. Credits 1100
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Appears in alphabetical order:

Al Amaloo
- The webmaster of Game Advice.
- Thx for hosting all of my FAQs.

All of my friends in ISTP or in anywhere.

Charles MacDonald <cgfm2@hooked.net>
- Thx for some parts of the Disclaimer.

Charles T.J. Skeavington
- Thx for contributing to this FAQ in the 1st place.
- You contributed in January 2002. I know that it takes too long for me
  to update my FAQ.

Dan Simpson <manymoose@hotmail.com>
- Thx for the NOTE in the Author's Note.

/rico Carvalho
- Thx for contributing to this FAQ.
- Thx for reminding me to update this FAQ.

Jeff "CJayC" Veasey
- The webmaster of GameFAQs.
- Big thx for hosting all of my FAQs.

My father, mother and brother
- Thx for all of your supports.

Scott Ong <kangning@mbox5.singnet.com.sg>
- Thx for some parts of the Disclaimer.
- Thx for the email policy.
- Thx for the searching method.

Whoever on creating WordPad. GOD Bless you.
Whoever on reading my FAQ.

Yee Seng Fu <ysf@pacific.net.sg>
- Thx for inspiring me on making this FAQ.

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