

Bugs Bunny in Rabbit Rampage FAQ/Walkthrough

by DarkFury3827

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Bugs Bunny, Rabbit Rampage
Walkthrough/Full FAQ
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Version Final

This FAQ was last updated by DarkFury3827 June 23rd, 2004.

To contact me pertaining to something about this FAQ, send an e-mail at jusek27@care2.com. This is my first FAQ, so I did as well as I could. Please head it accordingly, because if it is titled as having to do with anything else, I will probably accidentally assume it is spam and throw it out.

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Note: Info on bosses will be in the Walkthrough under the descriptions of the levels.

This game's options screen can be brought up by pressing select at the sight of the "Rabbit Rampage" screen at the beginning. There you can set the controls to your controller, or play the target game at the beginning for practice.

My controller settings were as follows:

A = High Pie
B = Jump
X = Use Item

Y = Kick
L = Switch Items Left
R = Switch Items Right

Some advice for this game, you can switch through your items while the game is paused. So if you are looking for a specific item (such as a save point), and all hell is breaking loose around you, just pause the game, find the item you need, drop it and continue. This is very helpful in the last level especially.

Also, you can jump higher holding "up" on the control pad, which is useful to remember if it seems you cannot make a jump.

For the bosses, I rated them on a scale of 1 to 10, which can be found right before their description.

Finally, it is advised that you read the section I have written on enemies and items, so you know what each item does, when and how to use it, and how to deal with the enemies that you see. If you are already familiar with them, or wish to remain surprised, then by all means go on with the Walkthrough. (The enemies/items section has not been completed yet, but shall be within a day or two, so you need to unfortunately wait for the next version.)

A: Walkthrough

a.

Level 1.1

End Boss: Elmer Fudd

Enemies: Brown Hunting Dog, Red Hunting Dog, Chipmunk

Items: Pie, Dynamite, Dog Bone, Carrot, Save Point

The game starts off with a paintbrush setting the scene for the first level, and an alarm clock drops over a hole in the snow to wake everybody's cartoon hero: Bugs Bunny! With a "what's up doc" you are now in control of his movements. If you haven't played this game before, and did not go to the practice area in the options screen, then take a moment to get used to the controls. If you are, then let's begin!

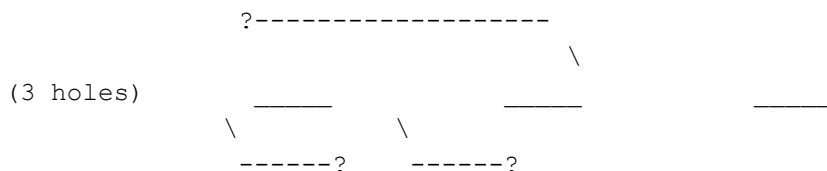
There is a carrot in the hole you were just sleeping in. If you need it, fall into it (press the B and down button simultaneously) to get it. There are a lot of items you can get in this game this way.

Now walk to the right. There are a few dogs here, with a mix of red and brown for you to dispose of. There should be a pie that you can pick up, and if you move further to your right there will be an Elmer Fudd snowman with a dog bone and carrot for you to collect. Beware of the acorn-dropping chipmunk above you. Right around there will be another hole like the one in the beginning. Drop down into that but this time hold left on the control pad. You will stop falling; you have landed on a ledge. Walk left only to fall onto an extra life and two pieces of dynamite. Now walk through the wall to your right, and you'll emerge in an ice cave. Walk through it all the way to the right end, fighting a total of five red dogs and four brown ones. On the way you will come across a pie, and a carrot. When you reach the elevator, go up

and collect the dynamite and pie. When it stops at the top, jump left and walk left to get the bone and walk out onto the surface again. Climb the two ledges to get another stick of dynamite and a carrot. When you reach the top-most ledge, there should be a tree right around where you are standing, or a little bit to the left. There should be a brown dog around the base, and a few chipmunks (3 I think) in the tree. Climb the tree, and on the left there is a pie and a carrot. Jump out of the tree to get those two items. Back on the ground there is a tree with a pie at the top. Going left there should be two more dogs for you to take care of. Past the dogs are two trees grown side by side. Take care of all the chipmunks in the tree and get all the items. At the base of these trees you can walk left to get three sticks of dynamite, but it is probably unnecessary to do so. Now, climb to the top of the left tree, and jump on the platform that is at your left. On the platform is two red dogs, a save point, and another pie. Now if you think you can make this next jump, jump left onto another (floating??) platform with an extra life on it. Now you are done with this end. Go right back to the two trees, and from the top of the right tree jump to the cliff right of you. Grab the carrot, and save point, and then fall down from the right end of the cliff. There should be a red and brown dog down there. After disposing of them (or simply running), climb the tree to the right of you, taking care of the chipmunk in the branches. From the top of this tree, jump onto the right platform. There are two dogs, take care of them, use a save point, and prepare yourself for the boss.

Boss: Elmer Fudd
 Difficulty: 4/10

Elmer Fudd is pretty easy, as long as you take him out quick. He uses his gun for his attack, and his bullets are heat seeking. They move at odd patterns and are easy to dodge, except for the little problem that he usually has about three or four flying around him at one time. If your health is high, then you can just charge him dropping dynamite or jumping on his head, ignoring any damage he might deal to you. If your health is not high enough, or you think you'll get a bad score at the end of the level and want to save as much health as you can for the next level, use the holes at the bottom. This is how they work:



There are three holes. They act as a type of teleportation system, and are useful for avoiding the bullets. It is easy to remember which ones take you where, because they just take you to the next hole on the right. And the one on the right will take you all the way back to the left again.

To make this battle easier, jump into the trees and kill the chipmunk up there. That is one less hazard you have to deal with while fighting Fudd. In the top of the trees you can also find a pie and a carrot, but are not worth getting.

After a few short minutes, and lots of damage dealt to this crazed rabbit hunter, good 'ol Bugs will stick his finger in Fudd's gun, blowing the bullet backwards in his face.

b.

Level 2.1

End Boss: Giant Cowboy

Enemies: Cowboy, Indian, Bartender, Bottle

Items: Tomato, Pie, Target, Save Point, Dynamite, Bomb, Carrot

This level is aggravating to me for some reason. Maybe it is the end boss, or the cowboys. Either way this is probably my least favorite level. Anyways, you start off on level 1.2 and a fist turns it around to level 2.1. Walk right from where you are standing. Dispose of the cowboy that you walk into, and keep going in the same direction. Here you'll come to a bar. Go up the left side of it, and rid yourself of the Indian you find up top. On the bar resides a tomato, 2 carrots (which you shouldn't need yet), and a target. Going right, there should be a moose with a bottle on its head. Either let it fall or dispose of it. Above him is a dynamite; jump to reach it. After you reach the edge of the bar, fall down on the right side, and on your left should be a bomb. Get it, and go right from here. Here there is a barrel and a carrot. Jump on the barrel (on the way up get the two sticks of dynamite), and go right on the balcony. Kill the cowboy, and get the bomb. Go right, fall down. Clear the area of the two Indians, and get the two tomatoes down there. Further on is a barrel, jump on it and get the two carrots and bomb. Once at the top, go right. Up here there is a cowboy, Indian, a target, bomb, and a stick of dynamite. At the right edge fall down to a cowboy and two carrots. (From here, if you want to, you can go left through the curtain onto the edge of a pit to the left of you. There is a bomb and extra life over the pit, neither worth risking your life to get, because you'll lose your life for sure to try for the extra life, and the bomb is too risky when there are so many you can get in this level.)

Now you can go right. There is a piano with a bomb above it. There is a cowboy further right, with five barrels. Above these barrels is a mass assortment of items. (three carrots, a bomb, two tomatoes, a target, and dynamite) After the barrels is an Indian, and a bar. At the top of the bar is a cowboy, some bottles, a target, save point, and a tomato. From the right edge, fall down to get a target and land on a barrel that will send you skyward once again. Land on the balcony to your right. Keep going right for yet again, another bar! (How big is this saloon?) There is a cowboy and more bottles on top of it. (Somewhere in the middle and along the bottom you'll find two tomatoes, a bomb, dynamite, with two Indians, but you don't need those items do you?)

Now go right onto a balcony, then again onto a second one. Below them is a piano with an assortment of cowboys and Indians. Keep going to come to another bar. At the top of it are two bottles and a carrot. Elsewhere around the bar is an Indian and a couple of carrots. Right at the right edge of the bar, use one of your save points, for if you keep going you'll find the boss of this level.

Boss: Giant Cowboy

Difficulty: 5/10

This guy is a little bit tougher than Elmer Fudd, but a lot less complicated. There is only one way to hurt him; jump up above him and hit him on the head. There are two barrels on either end of the screen, but you do not need to jump on them to jump on his head; you can do that from ground level. He shoots the weirdest bullets I have ever seen, they have different behavior patterns. Some are heat seeking, some just fall to the ground and fall asleep, some run around, and some move in zigzag patterns through the air. After about ten or so hits, he will fall through the floor, and victory is yours.

c.

Level 400

End Boss: None

Enemies: Bull

Items: Carrot, Anvil

This level is very simple, and easy to beat. There is nothing for you to fight other than the bull, and the whole purpose for this level is to make him run into a metal bar.

From the start go right. Jump the carrot that is laying atop the target, and keep going until you reach the anvil and the extra life. On the way back fall into the hole to get another anvil. When you reach the bull again, jump in front of the target and wait until he is about to hit you. Jump over him and he will hit the target. Go left. When the bull runs to attack you, jump over him. He will run back and forth underneath you, just jump him and steadily progress to the left until you reach another set of targets. Do what you did before, leave the bull behind the first target and go left past all the targets getting anvils. If you got hurt from the bull, there are a few carrots over here too. Stand on the third target and jump up to reach anvil, and there is an anvil in one of the pits too.

When your done preparing yourself, have the bull hit all the targets by standing in front of them and jumping right before he reaches you. When he destroys one target, move onto the next one. Finally when you reach the wall, have him destroy the wall and flip the switch inside. Fall in the hole next to the switch for a carrot, and get the anvil. Now leave this place. It is time to go all the way back to the right to where the first set of targets was located at. To save time jumping the bull use your anvils. This will give you more waling time so your not constantly dodging him. When you reach the targets, have him destroy them all, one after another moving slowly to the right. Finally you'll come to a metal bar. Stand in front of it, and have the bull run into it to complete the level. Hard eh?

d.

Level 1.3

End Boss: Yosemite Sam

Enemies: Chipmunk, Big Gingerbread Man, Small Gingerbread Man, Pig, Wolf, Hansel and Gretel, Witch

Items: Pie, Jam, Dynamite, Cork, Carrot, Save Point

You start off in another dream world. What is it this time? Well it looks like the realm of the three little pigs; but let me tell you there are far more than three!

The first screen gives you very little choice on what to do. There are two holes, both filled with a whole lot of nothing. Move right to acquire a pie, and then take care of the pig. Above the pig is an old friend; the chipmunk, dropping his acorns. Jump up hopefully avoiding the acorn he drops to receive a cork. Go right over the straw house and you'll meet up with a resident of the fairy tale land, the wolf from the three little pigs. Immediately drop the cork in front of him then kick him. He will suck in the cork, fly up in the air, and you will hear a loud popping sound. Then shortly after he will float down on an umbrella. Kick him again and that is the end of him. Now over the pit some stars are swirling around. This is stable enough for you to walk on, so jump upon it to reach the other side of the screen. Once on land again, take the dynamite you find and the save point. Dispose of the pigs. From there go up the tree to find a pie and a pig. From the left side of the tree jump off to reach the cork in the air. After grabbing it fall from there to the right and make it back on land. Go back up the tree, and climb over the wooden house. (seeing a pattern?)

There is nothing in the hole on the other side of this house, but there is a wolf. Use the branches to keep out of his way (check the enemies section to see his moves/movements), but first get rid of the chipmunk and take the pie. Use the cork you found to help kill the wolf, and otherwise just kick him. When he takes in air or blows out, stay in the branches to easily avoid this attack. Once defeated, you can use the stars that appear to proceed in the level up above the second wooden house. Fall down the right side of that house to attempt to get four carrots, and once at the bottom walk through the left wall to a secret room to receive a carrot, dynamite, save point, and a pie. Go right after leaving the room to get a pie. Jump the hole that comes up, dispose of the pig. Go right all the way up to the brick house, and fall into the hole there to get a pie. Jump above onto the branch to get a cork. Jump straight up from there to get a carrot. Now your mission is to get to the top of the brick house. Through these branches are a few pigs and carrots, and one chipmunk and stick of dynamite each. Once at the top of the house fall into the chimney to get another cork. From the brick house there is a pie, dynamite, and a few chipmunks. Now it is time to face the wolf. This guy can be rough, mainly because there is no where to run to to avoid his attacks. So immediately kick him when you reach the ground, drop a cork so he sucks it up, drop another one while he is in the air, let him float down, kick him again, he will float back up, and kick him a final time when he reaches the ground. Now he should be almost dead. Avoid his attacks if you can, and kick him a few more times to end the battle. Walk to the right edge of the cliff and use a save point. (I highly recommend using one here, the hardest part of the level is still to come).

So you've taken out the wolves, and conquered the realm of the three little pigs. Amazingly enough, in the same level, the scene changes drastically. Jump across the stars of the final wolf to reach a massive gingerbread house with Hansel and Gretel on top feasting on many a sweet. There is a witch there too, which tried to turn you into a frog. From here on out, you'll have to put up with her following you around so get used to it. Kill or dodge the gingerbread men there, and keep going right. Fall down off of the right edge of that cliff, and walk through the left wall when you reach the bottom. Inside the room should be a jar of jam, a save point, two pies, and a carrot. Once you have collected these items, walk again through the left wall to get an extra life. Now leave the secret rooms and kill the gingerbread men. Going right, jumping pits, you should just follow a pretty rough path that moves back and forth yet moves ever steadily upwards. When you reach the top at the left end of the cliffs with the giant gingerbread man on it, go right across the top. The witch will probably be giving you big trouble by now, but it is almost over. After you reach another gingerbread house you'll know your at the end. Rid your presence of the final two gingerbread men of this level, and walk to the right edge of the cliff. Use your save point. Jump down from this point to fight the boss.

Boss: Yosemite Sam

Difficulty: 2/10

This boss is pretty simple as long as you follow the pattern. There is nothing in the holes across the ground so ignore them. Sam is on his dragon from the episode of Bugs Bunny "The Singing Sword" (if you remember it), complete with his armor and all.

This is the boss summed up: Sam and his dragon seem to have sinus's. They go back and forth, back and forth. They stop every once in awhile, and it is a good idea to follow them so you can make sure you are behind them when they do. When they stop, kick him in his nose, and Sam will sneeze, rocketing him backwards and the dragon will spray fire forwards. All you need to do to avoid this is jump. Simple huh? Well after a few kicks the battle is won and you get to go on to another more futuristic type atmosphere.

e.

Level 2001

End Boss: None

Enemies: Gun, Martian with gun, Martian without gun, Walking Bomb

Items: Pie, Tomato, Mirror, Carrot, Save Point

This level is great. I guess it is just fun since it isn't very hard, there's no end boss, and it is great for power ups and messing around. Follow the guide for this level, and you should have no problems beating it at all.

You start off in the midst of a fleet of space ships and your goal is to reach the teleporters at the end of the level. Go right from where you are standing across two space ships. There should be some rocks to your right, so go on them and get the save point. Keep going right and here you will have your first

encounter with martians. Get rid of the one here, and the gun. Further on down to the right you will see some floating things with four "legs" sticking out at odd angles. If you jump on them and hit them as you would an enemy, you'll find that you bounces up a bit and they fall. So proceed from this point to bounce all the way up these guys collecting a tomato, carrot, mirror, and an extra life. Fall down to get a tomato. From the purple ship drop from its left side onto the red one and dispose the martian. Again, from the left side of the ship, fall onto the taxi. (They get a lot bigger!)

From this taxi, if you go right there will be only a gun and a martian, and a carrot if you need it. If not, go left. Kill the two martians and the gun. The next ship over to the left will be another taxi. There is nothing inside this ship, and on top of it is only an assortment of enemies. Do what you will with them, and keep going left hopping from ship to ship. Along the way you'll find more of those floating things, with an extra life at the bottom. If you are brave enough proceed to fall until you get the extra life and bounce back up. After this part, a few more ships and you'll come across another slightly more useful yellow "taxi" ship.

Once you get on it, drop inside of it (Fall through it like you would fall through a hole, but do not kill yourself by dropping through the bottom floor once your in there!) and collect the mirror. On the ship itself resides four more guns. Take care of them if you'd like, but after them go all the way up to the top of the ship. Stand on the left end of the ship, and fall through the first and second wing. Down here there is another mirror and a save point. Climb back to the top of the ship, and jump diagonally up and over to the right and land on a purple ship. There is a carrot up there. After collecting your health, keep on right to another taxi. Inside is a mirror and tomato, and above the driver's head is another tomato. After collecting your wares kill the martian and it is time to make a decision.

From the top of this ship you can go either left or right, left being the much longer route. Both end up in the same spot, but the right will bring you there much, much more quickly. The left hosts a few decent items, including a save point. If you don't think you need this, or haven't used your save point yet, go right.

After a bit of ship hopping, you come to the bottom wings of a huge mother taxi?? Climb up the wings for a mirror, destroy the gun if it is getting in your way. On the inside of the very bottom of the ship you will find a carrot and a mirror. Now climb to the top of the ship. On the left is a few stepping stones of space rocks. Jump to the third one, and fall underneath it to receive a crapload of items. After the last one, fall left back onto the taxi, and climb back to the top. Now (Whew! It's almost over...) hop from ship to ship from the left end of the taxi moving steadily and further left. (If you do not think you are going the right way, somewhere along this path is a ship with four guns mounted on it.)

Eventually you come to your final taxi. There is nothing special about it, and even if there was it wouldn't be worth getting. On the left end of it drop a save point in case you fall to the

wrong spot, and just walk off the left end of it. After quite a bit of falling you will land (without hurting yourself!) on the final ship. I think it is green, but you'll know it anyway because it has a bunch of teleporters on it. Jump on the one marked "Tasmania" with an extra life above it to complete the level.

f.

Level 9.1

End Boss: None

Enemies: Tasmanian Devil

Items: Explosive Turkey, Carrot

This level can be rough because there are no save points. This proves especially difficult when you are fighting Taz at the end. Also take note that wherever you are in this level, Taz will jump out of the ground and spin around in circles chasing you. If you are standing at the edge of a cliff, have him spin off. He will fall, only to appear a little bit later. A note about the birds; sometimes they do not always appear at the same time, so be careful. What you are used to one time may not be what happens again. This level harbors a lot of frustration...

From where you start, jump straight up or right around there because an explosive turkey is in the air above your head. Go to the right edge. If Taz chases you jump when he goes underneath so he falls off the cliff. After a short while of waiting a bird will fly by, so jump on top of him. When he starts to fall, just stand on him. After a short while, before you reach the pit, another bird will be coming up, so jump on him to catch a ride. He will bring you to another platform, but wait until he falls or is about to, because if you are high enough to can jump to get another turkey. Landing on the platform, walk again to the right edge. Taz will probably give you trouble, but by now you should get how to take care of him. Jump on the bird that comes up, but beware, he doesn't last in the air for long. Must be the weak shoulders. After he falls, another bird should appear above you. Jump on him, and go until he falls. Once he does, there should be another bird below you. If the bird is in front of you, chances are you wont make it. So just stay on the falling one until the parrot behind you is within reach. After cruising right for awhile, he too will fail and you will have to jump on the last bird. This bird will take you to the next platform which holds another explosive turkey. Go again to the right edge and prepare yourself for a vicious bird hopping spree!

This one is actually pretty easy, and since there is so many birds I deemed telling their positions unnecessary. There is one note of importance however; above the first or second bird there is an extra life. Grab it if you can, but you probably won't need it.

When you reach the final platform, understand you are only half way done with this level. You are just about to enter a rather large forest, and try not to die because yes, you will end up back at the beginning and I find the parrots kind of hard to get past. Since the next part is kind of long, I drew out a picture instead that you can follow since once you know what to do it is

pretty self explanatory.

Here is where Taz finally comes in handy. There is I think a total of six trees you need to smash your way through, and it is easy to do so. Stand in front of the trunk of the tree and wait for him to appear. When he does, jump right about when he is going to slam into you so he hits the tree. After that he will stop spinning, so you can run through the hole he made and then stand in front of the next tree for him to smash. As long as you move as soon as he hits the tree, you should not get hurt. In case you already are, or you need to power up, or you find the turkeys useful (I never did), I have also included all the items you can find between the trees. Here is the key that I used for the items:

C = carrot T = Turkey

The trees are shown by several lines like this:

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=      =  
=      =  
=      =  
=      =  
=      =  
=      =
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Which that would be two trees. Get it? Good. The items will be listed in their respective places among the branches. To reach certain items you may need to climb branches, jump to reach them, etc.

```
      =      =      =      =      =      =  
      =      =      =      =      C =      =  
      = C      =      =      =      =      =  
      =      =      T      =      =      = T      =  
      =      =      = C      =      =      =  
C =      =      =      = T      =      =  
      =      =      =      =      =      = C  
      = T      =      =      =      =      =  
      =      =      =      =      =      =  
      =      =      =      =      =      =  
      =      =      =      =      =      =
```

After the final tree, you can then proceed to the right to find a massive petrified tree. And can you guess what you have to do? Just have Taz slam into the tree a few times, and you will beat it. I do not know how to dodge him, and I usually die while I'm fighting him. Chances are you will get hit, and that is what makes this level so hard. When you conquer the insane psychopath, you are now on to the next level.

g.

Level ???

End Boss: Wily Coyote

Enemies: Green Robot, Yellow Robot, Red Robot, Tiny (A name I gave to the little yellow robots)

Items: Pie, Dynamite, Bomb, Carrot, Save Point, Wind-up Tank

Some advice for this level... Save all the bombs, tanks, and

dynamite that you get until the end of the level when you reach the end boss; you will definitely need it.

You start in a factory; it seems the animator behind this whole messed up scheme has lost his mind. Walk left, and you come across a green robot. Grab the tank, and further on there is another green robot. Now you will come across a giant machine that wraps you into a present. This takes down a ton of health, and it can dispose you in very aggravating places, so try to avoid them at all costs. This one here doesn't take you very far, and they are kind of hard to jump. The less you fall in, the better. Avoid them, always. Somewhere around there is a stick of dynamite for the taking, and then fall down from where you are at to the area below you. All that is of interest is a bomb; now go up the elevator. Once it stops, immediately jump up to grab the carrot if you need it. Head right, and you'll see a huge, thing. It is moving up and down smashing, well, nothing. The whole purpose of its being is to create rabbit mash, and you need to avoid it. Up near the top of the bar is an extra life, but I advise to ignore it. You will probably die after you collect it, and that is if you can, so I wouldn't recommend going after it at all. The secret to these is simply to rub against the left edge until it goes up, and hold right. Chances are you'll make it. Going right, there are another two smashers, two "Tiny's", and finally another green robot. Somewhere above this mess is a tank, get that. After making your way past this horde, continue moving right. Once you encounter the stairs, note that there is a carrot in the top left corner of that area. It is kind of hard to see, and pretty hard to get. Go up the stairs, and kill the yellow robot and get the save point. (I think it is above him). Fall down and kill the Tiny, and go left for a carrot. Go back to where the yellow robot was at, and go up the elevator. At the top of the elevator there is another platform just like the one you are on that moves horizontally. Jump on it, and only get the items above it if you truly feel up to risking yourself for a few sticks of dynamite, a carrot stick, etc.

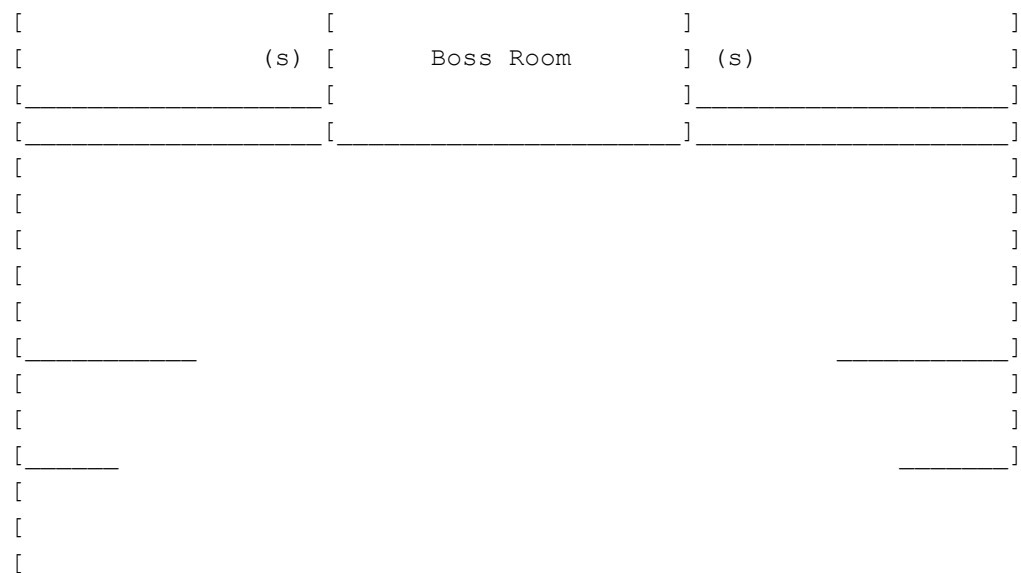
When you reach the left side of the track, jump down and go right all the way to another elevator. There are three Tiny robots here for you to destroy, nothing big. After going up this elevator, jump on the only platform that you can; the one on the left. There are two yellow robots, and can be kind of hard to kill in this enclosed space. Use a tank or two if you need to. Now time to jump down into the pit on the left side of this platform. While falling, note that there are nine carrots and a tank. If you do not really need the health avoid the carrots because they do not recharge very much. Instead, keep to the right side and grab the tank which is near the bottom. Once at the bottom, you will be in a room full of several red robots, a scattering of items, and another one of those lovely machines that turns you into a gift. Jump that (which is at the end of the room), and there will be an elevator for you to go up. I advise putting a save point around the elevator, unless you think you are capable of going further onwards without the chance of you dying.

When you go up the elevator, get the three sticks of dynamite and the tank. Go left and you will find two Tiny robots, a save point, and a bomb. Collect these and head back to where the elevator was. Now go right. Make your way past this smasher, and fall right onto the moving conveyor belt. Walk to the edge of

this platform, and fall, holding right on the control pad the entire time so you land on the conveyor belt beneath you holding an extra life. Go again to the edge, and fall holding right so you miss another gift-wrapping machine and receive a bomb. Once on ground level, head right fighting Tiny and yellow robots all the way to the elevator. On the left side is a bomb and some dynamite, take them then go up the elevator. Go left from the top, killing Tiny bots. Once you reach the hole in the conveyor belts I recommend falling in it. If you keep going to the left you will only come to another one of those great wrapping machines with an extra life and tank hovering over it to tempt you to jump in after them. Whether or not you fall in the hole or go through the machine... you will end up in a small room with yellow and green robots. Fall off of the right end, and keep going right to another smasher. This one is not fun trying to get underneath, if you can do it with ease then I applaud you. Following the smasher is two more, but easier to get across. There is a tank in the middle of them, but do not try for it unless you feel comfortable because your chances of dying may be higher than you think. Onwards a little ways is a Tiny, and the right edge of the level you are at. Do not try for the carrot tempting you in the middle of the air, a machine is below it dying to wrap something, anything. On down the last path of this level is a red, yellow and Tiny robot. At the end of the hallway is the boss, so use a save point if you have one before proceeding.

Boss: Wily Coyote
 Difficulty: 2/10

This boss is probably without a doubt the easiest to fight, but the hardest to explain what you need to do. First let me try to explain the layout of the room.



The room looks similar to this, if not exactly like it. The "(s)" symbol stands for two switches. The great Wily Coyote will start off in the boss room. Here is how it works:

When you first walk in from the right side of this room, there will be two yellow robots in the middle of the room. At either end of the boss room are the two switches you need to switch. On the small platform below the switch is a Tiny robot waltzing

around, easily dispatched by your high pies. Here's the thing, killing the yellow robots right off the bat will result only in more coming down from the coyote. Immediately run up the right side of the things sticking out of the walls, kill the Tiny, and flip the switch. Head back down to the bottom, hurdle the yellow robots, and climb the left side to flip the switch. Now the big bad desert wolf will fall down underneath the floor. Head back down near the ground on the second screw up from the ground. Drop a bomb or a stick of dynamite, and if both yellow robots are underneath you they will be destroyed from the first explosive. No matter how you take out the robots, after you do so Wily's machine begins to descend upwards once more. Run over to him and jump on his machine, and hold your kick button so you stay hopping over and over on it. Don't worry about being crushed when he is about to reach the top, because you want. Stay hopping on it until you can hop no longer, and fall back down to earth and start from the beginning all over again. It will probably take four to five times running through this procedure to defeat him, so expect a lengthy battle. It is good to save your bombs and dynamite all throughout this level for just this battle, so you can more easily dispatch the yellow robots instead of fighting them on the ground. They are the hardest part of this battle in my opinion. After the last jump, the malfunctioning POS machine will fall to its death and you win the gold once again!

h.

Level 42.759 3/8

End Boss: None

Enemies: Wrestler

Items: Tomato, bell, black hole

This level shouldn't really be considered a level at all. It is easy. No, it is simple. I think the creators of this game deemed it too short and wanted something to add, but were too lazy to spend time on it. Whatever the case may be, go back a ways, back to when you fought against the bull. Except this time your main objective is just to hurt this guy as much as possible.

This level takes place in a fairly large ring, with a scattering of items all around the place. The tomatoes do slightly more damage than you do, so I guess it is worth picking them up. The wrestler's movements consist of only running back and forth in hopes of hitting you. After fighting the bull and Taz, this should be a piece of cake jumping over him shouldn't it? When he stops, hit him with an item, pie, kick him, but I do not think you can jump on him. If you wait too long to get over to him, he throws out his fist. This is his second and most not-so-fierce some attack. He grabs you, twirls your ears around, and sends you skyward taking away a bit of health. If he manages to grab you, or misses, afterwards he runs around again with that dumb smile on his face. You can use the ropes to bounce off of like a slingshot to hit him, but the chances of hitting him are slim and you lose lots of health trying. Just stick to regular kicks and you should be fine.

After a bit of pummeling, a black hole will fall out of the sky as an item. Grab it, drop it, and have him run over it to complete the level.

i.

Level 13

End Boss: None

Enemies: Cats, Bags, Trains, Boats, Horseshoes, Horses, Storm clouds, safes, anvils, and anything else that fall out of the skies

Items: Paintbrushes, save point, carrot (possibly more)

This level, being the last, can be utter hell. Prepare yourself to do a LOT of running, spending probably a lot of lives, avoiding a lot of stuff falling from the skies, and not a lot of thinking. I did not list any but the most important enemies, since there is debris falling from the sky that you need to avoid almost constantly. From the beginning you'll realize that the insanity is great, but halfway through you'll be wondering if there is an end. I found a pretty good way through this level, it gets only the items you need to get the job done, so buckle up and brace yourself for the worst.

Run to the right, up the stairs, and keep going right. Fall off from the right end, and land on the couch dodging the train that appears moving from the right to the left. Jump on the couch a few times to gain height, and land on the platform on your right side at the top. Go right until you reach some holes being sawed through the floor. Fall through the last one, go right, and after avoiding a falling safe jump on the chair to get some carrots above you. Fall down the hole, jump on the balloons getting the save point and get to the right platform. Go from platform to platform (dodging a boat here and there), until you reach the third or fourth one where it seems to fall away to nothing. Gather courage, and jump as far right as you can landing on the bottom of a staircase. (Here is where I use my save point) Run up the stairs, go right, and climb the statue. At the top of it jump to the right, and fall into a hole. Keep running right from here, and don't forget to jump the train that will come at you. Jump on the chair here once or twice, and on the second jump land on the left platform. Continue left, climb the next statue, run to the right, and fall in the last hole by the wall. Underneath is a bunch of balloons, so don't get caught off guard. Bounce your way to the chair. Bounce on the chair to the balloons above you, and from the balloons, continue bouncing to the chandelier at the right of you. Stay on the chandelier even as it falls, jumping off only when you see the chair that you want to jump to underneath you. Bounce to the right to land on another platform. Go right, bounce on this next chair to the floor above you, go left from there, bounce on the next chair, bounce up again, and continue your final journey to the right. Now fall in the last hole in the hallway, go right jumping the train, jump on the very last chair to the floor above you, and to the right of your position should be the door to the animator's room. Congrats, you've reached the end boss of the game.

j.

Final Showdown

Boss: Daffy Duck x2

To tell you the truth, I think there could have been a harder end boss than the one you are about to face, but after the entire game why break your back over a deadly foe impossible to beat right?

Before you begin smashing stuff, it is important to note that Daffy Duck cannot really be harmed. The space duck you can hit on the head or kick as many times as you want, and his beak just spins around. Believe me, I have spent a looong time trying to kill him... Avoid his gun though, for it will kill you on first hit. As for the woodsman duck, leave him alone. You can dispose of him later.

Seems Daffy Duck has been animating the world you have been playing in this whole time. So what do you need to do? Spill the paint of course, so he can't draw anymore! There are several paint cans around here; two main stacks on either end of the screen. Just run around and kick the side of the cans a few times for the paint to spill out. The small white tubes of paint can also be kicked open, and there are three of these in the whole room altogether. Where you need to kick is easily identifiable; the sides are pressed in and look much different than the rest of the can. While spilling the cans of their contents, keep away from the woodsman Daffy. He will follow you around slowly, so lead him away and run off to a secluded spot to work on your bashing. Having him around will only make your life rough and miserable. After you have spilled all the paint in the room, kick the woodsman Daffy a few times (like five or so), and you will win. After that, kick back, and enjoy the ending!! If you played this game all the way through, you have definitely earned it.

B: Enemies

As you must know, enemies make up the entire game. It is important to understand what they are capable of doing in any game; this way you do not accidentally underestimate one and get yourself killed. I have compiled a list of every enemy you find in the game, (besides the boss), and shown what level you find them in, how they move and attack you, and finally how to defeat them.

1. Brown Hunting Dog:
 - a. Appears in level 1
 - b. The has one basic function; to help Fudd find and shoot down Bugs. They themselves cannot hurt you, but if you see one watch what it does. It will stiffen its back and point at you, and in the distance you will hear a gunshot. If you take out these dogs quickly enough, they will never give Elmer a chance to bring on the double barrel.
 - c. The easiest way to defeat these wimps is to jump on them or kick them. (Or you can use a dog bone) Either way, they are not that difficult.
2. Red Hunting Dog
 - a. Appears in level 1
 - b. All this dog does is punch you when you walk next to it.

Every once in awhile while you attack it, it will duck and dodge your moves.

c. Follow the same procedure as the Brown Hunting Dog. A better way to deal with them is to simply run; especially in the caves where there could be several in one spot and it'd just waste time fighting and losing health against them.

3. Chipmunk

a. Appears in level 1 and 4

b. This annoying pests reside in the tops of trees, hurling acorns below them upon anybody that travels underneath. They also throw them at an arc against people in front of them.

c. Go up behind them and kick em. If you are in front you risk being hit, and it can be VERY annoying falling out of a tree and having to climb back up...

4. Cowboy

a. Appears in level 2

b. These guys have a couple of pistols that shoot bullets that explode into fists once they get near you.

c. Just jump on their heads a few times, or drop a target next to them. As long as you do not happen to stray in front of them... although they pose no real threat anyway.

5. Indian

a. Appears in level 2

b. Pretty much the same as the cowboy, but without a gun. Instead they are placed in annoying places like on top of balconies so as soon as you jump on the edge of one they pull the string on their bow and watch you fall into some pit.

c. A little more dangerous, but as long as you stay above them they are no problem; remember the head jump!

6. Bartender

a. Appears in level 2

b. These apron wearing drink serving fools are stationed at the end of bars waiting for you to step on the counter so they can hurl mugs of drink at you from a distance. Jump to avoid their attacks.

c. There is no way to defeat them. Just avoid their mugs.

7. Bottles

a. Appears in level 2

b. These are on top of shelves and counters in the saloon. When you walk underneath they fall in hopes of hitting you on the head. I wouldn't count them as an enemy though...

c. Jump on top of them once, and they fall.

8. Gingerbread Men (Big and Small)

a. Appears in level 4

b. These guys are pretty much the same, so I categorized them the same. They have no attacks, they just move back and forth until you run into them or kill 'em. Use the jam!!

c. Kicking, hitting, blowing up, whatever works. They are very weak, and not hardly a threat.

9. Pig

a. Appears in level 4

b. Sits down in one spot and shoots rocks at you with their

slingshot.

c. Jump on their heads twice, drop some explosives, or kick them. They aren't very hard once you are right up next to them, but when you are trying to scale a cliff they can be a pain.

10. Wolf

a. Appears in level 4

b. They take in air, and shoot back materials from the house you are fighting next to, zipping left and right.

c. I went into great detail in disposing all three of them in the walkthrough part of the FAQ, but if you are not following it, here it is:

Wolf #1:

Immediately drop the cork in front of him then kick him. He will suck in the cork, fly up in the air, and you will hear a loud popping sound. Then shortly after he will float down on an umbrella. Kick him again and that will be the end of him.

Wolf #2:

Use the branches to keep out of his way (check the enemies section to see his moves/movements), but first get rid of the chipmunk and take the pie. Use the cork you found to help kill the wolf, and otherwise just kick him. When he takes in air or blows out, stay in the branches to easily avoid this attack.

Wolf #3:

This guy can be rough, mainly because there is no where to run to in order to avoid his attacks. So immediately kick him when you reach the ground, drop a cork so he sucks it up, drop another one while he is in the air, let him float down, kick him again, he will float back up, and kick him a final time when he reaches the ground. Now he should be almost dead. Avoid his attacks if you can, and kick him a few more times to end the battle.

11. Witch

a. Appears in level 4

b. She flies around, shooting her magic at you to turn you into a magic frog. To avoid this simply run and jump away from it. The magic will follow you, but disappears after a short while.

c. You cannot defeat her; simple run away.

12. Hansel and Gretel

a. Appears in level 4

b. They sit on top of gingerbread houses, stuffing their faces and dropping (I do not know how it does, but it does), candy that hurts you. Yes it is cheesy. The only way to dodge is to run underneath the house avoiding the falling sweets.

c. You can't hurt them, let alone reach them.

13. Gun

a. Appears in level 5

b. This weapons of much worthlessness are mounted on ships and fire plasma shots at poor Bugs. They can only shoot either left or right.

c. Just jump on them. It only takes two jumps.

14. Martians (with and without guns)

a. Appears in level 5

b. This green hulks walk around shooting their dumb shrink ray

guns (if they have one) or they jump in the air aimlessly hoping you are stupid to walk underneath them. Whatever you do, don't let them shrink you with their guns and then jump on top of you; that is instant death right there.

c. If one of them accidentally turns another martian small you can kick him for an instant KO. Tomatoes, jumping, pies... anything goes against these guys.

15. Walking Bomb

a. Appears in level 5

b. These things can be found pacing back and forth on various ships, or being dropped by Marvin the Martian throughout the level in various places. When they suddenly stand still and show signs of pain in their faces, the bomb is about to explode. When it does, it splits into four other versions of itself and they explode upon impact.

c. Just avoid them, jump over them, run away, because they are never worth the effort trying to kill them.

16. Green Robot

a. Appears in level 7

b. These malfunctioning mechanical morons are pretty worthless. They move back and forth, and fire a cannon when you come into their sights.

c. Just jump on them. Don't bother wasting a tank on these guys... there are far better robots to waste them on.

17. Yellow Robot

a. Appears in level 7

b. A step above the green, the yellow robots have an added ability; they can suddenly surround their being with electricity. I think this robot is the most annoying enemy of the level, since they can be placed in very annoying locations.

c. I would use methods other than anything that requires physical contact. A tank is recommended to use since you will want to save your dynamite and bombs for the boss of this level.

18. Red Robot

a. Appears in level 7

b. This robot is not much more deadly than the yellow. This guy's added ability enables him to fly and start dropping bombs. I don't think conflict resolves an encounter with this robot, I figure running works much better unless you really want the satisfaction of the kill. They don't appear too many times in the level, and are easy to dodge however, so don't suddenly gasp and think it's all over when you do see one.

c. Just use a tank, because usually these guys come in groups and chances are if you could jump on one of their heads, another one is flashing with electricity just hoping you will get shocked.

19. Tiny

a. Appears in level 7

b. Another level seven worthless threat, this little robot cannot be touched by the rabbit's kicks or jumps, so they seem to take advantage of this running back and forth hoping you do try and touch them.

c. Best thing to do is just use your high pie. You have

Unlimited, and it kills them in on hit.

20. Cat

- a. Appears in level 9
- b. I do not believe this feline can hurt you, but I have never spent a lot of time on these critters. All I know is they jump around in circles. Pretty scary for the last level...
- c. Not that you need to, but if you want to kill them use a paintbrush when you get a hold on one. It has pretty interesting effects...

21. Storm Cloud

- a. Appears in level 9
- b. These have to be the most annoying enemy in the entire game. You pick them up during your race to the finish of this level, and they follow you through the entire thing trying to shock you. It hurts a great deal, and can mess you up if your jumping from couch to landing... or doing, just about anything.
- c. You can't hurt them, don't try, just run away as fast as you can. Best advice I have is if you can go fast through this level, then you should stay just a tiny bit ahead of them; enough that they should never hit you. It is possible.

22. All the rest of the enemies you find in level 9

- a. Don't even ask what level they are found in...
- b. This is a wide range of things falling from the sky, so I grouped all this stuff into one category. What makes level nine unique is that things just fall from the sky constantly making your progress pretty slow. There can be found everything you would ever expect in a Loony Toons game... everything from safes to boats to horseshoes. (Even the occasional horse!) Watch out for trains, they come from the side of the screen, not the top, but can be avoided much more easily if you listen for the whistle that announces their coming. I've made a list of everything that falls from the sky, and I think I got all of them. (If I don't have 'em all, please tell me)

- Horses
- Horseshoes
- Boats (S.S. Gigantic)
- Trains
- Safes
- Bags of Money (I wish those really fell out of the sky)

- c. Nothing can stop any of these things. Run run run. This level you just need to dodge stuff.

C: Items

This is a list of all the items you can find in the game. Starting with items that help you, it goes on to describe items that are for destroying the enemy. It has levels that you can find each one in, and what they all do. Since you do not get items in the last level (the showdown against Daffy), I did not include that in these lists. Another thing, these items are not in the order that you find them.

1. Extra Life

- a. Appears in every level besides 3 and 8
- b. Found in almost any game you play, it is the extra life. I did not list it as an item, (although I may update that later). This, as you should know, gives you an extra guy that is backup in case you (heaven forbid), run your carrot down to the green or fall into a pit.

2. Save Point

- a. Appears in levels 1, 2, 4, 5, 7, 9
- b. When placed upon the ground, it leaves a "Bugs was here" sign that after you die, will return you to the sign where ever you placed it. Not more than one can be placed. If you drop a second sign, then the first one will disappear.

3. Carrot

- a. Appears in every level besides level 8
- b. Very common, and VERY useful, these recharge your carrot meter at the top of the screen. Sometimes they recharge a different amount... so don't count on a single carrot to save your life. This is the only item besides the extra life that you cannot save to use for later, it is used up upon touch.

4. Tomato

- a. Appears in levels 2, 4, 8
- b. This is a weak item, not very different from the pie. It flies straight hitting an enemy and does not do any decent damage. The only use I can see it being is if you have very little health and want to fight from a distance.

5. Dog Bone

- a. Appears in level 1
- b. This item is dropped by bugs on the ground and awaits a passing hound. When picked up it explodes and the dog is no longer a problem to you. Pretty useful against the red ones if they are giving you trouble.

6. Pie

- a. Appears in levels 1, 2, 4, 5, 7
- b. This is about as worthless as the tomato, and does the same exact thing. It flies horizontally in the direction you throw it and explodes with a nice mushy sound upon impact. You have pies of your own, don't waste your time with these.

7. Dynamite

- a. Appears in levels 1, 2, 4, 7
- b. This is a rather boring and common item, but useful nonetheless. You just drop it on the ground and it will explode after a few seconds. It does a decent amount of damage and is great to use when your above an enemy and just dropping the dynamite will usually kill them.

8. Bomb

- a. Appears in levels 2, 7
- b. Pretty much identical to the dynamite, but this item hurts the enemy more than the dynamite does... very useful.

9. Anvil

- a. Appears in level 3

b. Ahh the wonders of cartooning! The classic Loony Tunes item of destruction is here for you to use! Too bad you can't drop it on anybody. Actually, while you are fighting the bull, you can use this item to throw up a red cape. The bull will run into it and fall back dazed. This will give you a few moments without him bugging you. Great especially for when you need to run a distance and you don't want to keep jumping over him.

10. Mirror

a. Appears in level 5

b. This is the only counter against the weapons of the martians. This sets up a mirror for when the enemy fires their guns at you it will shoot it back at them shrinking them instead of you. Just stomp on them to kill them after that... when they are small the martians are very weak. This is more for play than to actually use because chances are, if you are trying to just beat the level instead of screw around then you wont find this item too useful. (Note: This item does NOT block the regular guns.)

11. Explosive Turkey

a. Appears in level 6

b. This item is just another weapon that slows the enemy down. In this case, it happens to be Taz. When he comes flying at you in his classic tornado, drop the feast and let him chow down. He will pick it up and experience a massive explosion in his stomach, and after a few seconds will be after you again. Rather convenient in the trees.

12. Cork

a. Appears in level 4

b. This item you drop. It can only harm the wolf, so don't bother to save it. When dropped in front of the carnivorous canine, he will suck it in when he pulls in a breath. All the air will be trapped inside of him and he will float upwards until the air pressure decreases causing him to explode. This causes great damage to the wolves... make sure you don't accidentally waste them.

13. Bell

a. Appears in level 8

b. This is to be used against that mighty wrestler you have the greatness to fight. It sounds a bell so he stops thinking the round is over, giving you a free hit.

14. Paintbrush

a. Appears in level 9

b. The paintbrush is worthless, seriously. If you use it try to stay around for the results, chances are something is gonna hit you or a storm cloud will shock you. Anyway, all it does is draws a stripe down the backs of one of the cats hopping around. Then Pepe le Pew comes to the rescue in his

hot

air balloon and drags him away. Ten to one those cats wont bother you in the first place, and staying in one place in level 9 for too long means certain death. Oh well, it is fun to watch I guess.

15. Wind-up Tank

a. Appears in level 7

b. These items are great, and a great help. When you drop them on the ground, they move left to right like a small toy. When they walk into any of the red, green, or yellow robots they will pick them up and chuckle at the amazing cuteness, in which the tank takes a free shot at their face, killing them instantly.

16. Jam

- a. Appears in level 4
- b. This item can only be found once in the entire game. (That's what makes it so cool right?) When you drop it on the ground, it spills all over in which one of the gingerbread men should run into. (Otherwise it is wasted) When they do, they get stuck and Bugs eats them.

17. Target

- a. Appears in level 2
- b. This item is decent, but the problem is that every time I try to use it I get hit! What you do is drop it and wait for either the cowboy or Indian to walk on it. Then afterwards a safe falls on their heads crushing them.

18. Black Hole

- a. Appears in level 8
- b. This item you have to get if you wish to finish level 8 at all. While you are fighting the wrestler in the ring, after giving him a good beating this will fall from the sky. Drop it and he will run over the pit and fall into it. You win.

D: Legal Information

This FAQ was written by me and is owned by the same person. You are not allowed to under any circumstances use this for anything else except your own personal use at your home to help guide you through the game. Stealing information or taking this FAQ without notifying me and asking my permission first is punishable by law. I work hard on these FAQ's, so please ask if you really want to take this information and use it. And please give credit for my work.

As of right now the only websites with permission to host my FAQ are as follows:

- <http://www.gamefaqs.com>
- <https://www.neoseeker.com>

E: Update Information

This is a list explaining of what each update did. There will probably never be a final version because if anybody finds any errors I will go back to correct them. Chances are that will not happen since this is not a popular game. If there is not a future version listed, that means basically that the prospect of an update is not probable.

1. Version 1.00

The first and basic FAQ, with only the completed Walkthrough.

2. Version 1.01

Two added sections (Update Information and Special Thanks), and the first four levels of monster information.

3. Version 1.02

This version finished the complete list of enemies you face throughout the game, and also included the descriptions (however little it may be), of a few of the items you find within the game. I also fixed an error or two, and centered the title.

4. Version 1.03

This version finished the item list, and an error with some of the lists. It was not because I used tab, but for some reason the spaces were immense after some of the numbers, for an example.

5. Version 1.04

This is probably the final update. I was looking through the FAQ and I happened upon a few grammar and spelling errors, and proceeded to correct them. Nothing amazing.

6. Version Final

Amazing, after all the work I put into this game, it is finally over. I went through and rechecked everything to make sure everything was fairly fit to be locked away forever. I am done with this FAQ for good.

The only major changes in here were some horrible mistakes that I never caught before and a few other trivial things. That and closing the FAQ permanently, but that isn't very important.

F: Special Thanks

This is not a big game, and on an old system by about ten years. Because of that not a whole lot of help came into it but I would still like to thank CjayC for posting this FAQ (being it my first one), and BlueFire14 for his help setting it all up... since I wrote this when I first came to the site, he knew his way around.

Being the final version of the FAQ, any comments are appreciated, but any additional, additions, will probably not be added onto it. Thank you for everyone who has sent me emails with your support, I am very glad that this FAQ helped you.