

Taz-Mania FAQ/Walkthrough

by System Error

Updated to v1.33 on Feb 19, 2004

Taz Mania FAQ, V 1.1

Last update: February 1st, 2002

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1. Version History

v0.1 (January 30th, 2002): The first version of this FAQ. The EHF (enemies, hazards, food) section, General Tips, Regular Levels, Bonus Levels, Secret Codes, Controls and Copyright/Credits are up. In case you care to know, this was done in one day.

V1.0 (January 31st, 2002): Fixed a few things, and added some stuff and a new section: Taz Quotes.

V1.1 (February 1st, 2002): Added the tricks/glitches section. Fixed some more typos. Oh yeah, I am eventually going to add a level layout section.

V1.2 (November 20th, 2003): Long time, eh? Just wanted to specify that Gamenotover is allowed to use the FAQ.

V1.337 (February 18, 2004): Neoseeker may now use this FAQ.

2. Enemies, Hazards and Food

Seeing as you probably need to know your stuff, I've written up a list of enemies, hazards and food, since there are so many to keep track of. I've also listed Dingdo, the Kangaroo with Acme products that rides on a motorbike and his items in his own private section.

###

Food

###

Kiwi: This is the bird Taz has to eat in order to move on through the

game's levels. They are fairly unpredictable, and tend to dash backwards suddenly, often in the later levels. They also like to jump high and all over the place quickly. Eating one is worth 1000 points! Eating one running towards you is worth a nice, fat 2000 points and a full health restoration. Take note you always get a full restoration, it doesn't matter if you get the 2x bonus or not.

Blue Bird: The other main food isn't as important as the Kiwi. Blue Birds are actually pretty common, and are the main air force troops...I mean flying bird in the game. Eating one is worth 250 points. Occasionally, one will come flying forward toward you. If you can snag it, you get 500 points! It's pretty hard though.

Red Bird: These things leave a small, sparkly trail behind them. Pretty much in the middle of rare and common, these unique birds are useful in many ways. They are most useful in bonus levels, since they add time. They are pretty much the same as Blue Birds; only they don't fly forwards toward you and give 250 points PLUS 10 seconds to your timer!

Green Bird: They are much harder to find than you might think it is actually. They are the rarest type of food in the game, with the exception of Roadrunners. Starting in the level Mountain Mayhem and any level higher, these may show up. They give you a random amount of points, somewhere in between 100 and 250 and fully restore health.

Bushrat: These things run around the ground starting in Desert Dessert and all levels over it. Most of the time however, they are off the road so don't go out of your way too often to get them. These are fast, and most noticeably, the only regular non-bird food in the game. They are tricky to grab, possibly harder than Kiwis, since they move around wherever they please as long as they stay on the ground.

Roadrunner: Occasionally, when crossing one of those traffic lights where trucks appear, you may hear a "Beep, beep" that is oddly toned. If you do, stop at the nearest traffic light to see a rather slow Roadrunner. Eat it for some points and a complete health restoration. Also, take note when you finish that level, it won't come out of Taz's mouth.

Enemies
###

Trucks: In the level Kiwi Cross and any level past it, these may appear when you come to a traffic light, which has the word STOP on it, with a red and orange light. Do yourself a favor and wait until it turns orange, unless you want to jump over it. As for the other levels with trucks that are higher than Kiwi Cross is, since the She-Devil is chasing you, just jump right over it all the time unless a Pterodactyl is on the screen, which in that case you should wait or risk it.

Cars: You might see cars on the road coming towards you. Just avoid them. In addition, in any level before Jungle Jump, ones coming toward Taz from behind him will appear if you take too long.

Bus: This one always appears on the road, the left side of it from Taz's point of view. It won't try to run Taz over, unless he gets in the way of course! Just avoid them.

Rhino Guy: I forgot his name, but he appears on the road randomly and

tries to flatten Taz if he is seen. If you want to avoid him, jump over him or dive off the road.

She-Devil: She is an annoying female Tazmanian Devil that appears in Jungle Jump and any level above it. To avoid her, just don't take too long! If a Pterodactyl carries you to the start or behind the She-Devil, watch out for her and when she appears in your reverse view window, tornado-spin ahead for a little while.

Pterodactyl: Not really an enemy, but if it catches you, it takes you back to the start unless you break free of its claws by using left and right rapidly. It can't catch you if you stay on the ground unless it down low and you are on a high area. It appears in every level past Jungle Jump, except Snowy Ridge.

Wendal the Wolf: In Desert Dessert and all levels past it, this little blue wolf will appear sometimes. He always comes in from the front. If he jumps on Taz, big hands obstruct your view. To get him off, tornado-spin. Better yet: Avoid him altogether.

Aligators (Bud And Axle): I forgot if "Bud" is really called Bud, but either way they try to catch Taz in a net. If they appear (check the reverse view window), let them pass so they are ahead a little, then tornado spin them but beware the bombs, dynamite and bear traps they may throw out. Their vehicle will explode. If they do get off the screen, they'll come back with their net pointed to the right. Either jump off the road or jump over them. If you do get caught, get out by rapidly pressing left and right before the screen fades out with Taz in the Zoo (I still say it would've been better if the She-Devil was there. </Bad Joke>).

Hunter: I also forgot his name. He shoots arrows at Taz, but they are easily avoided by a jump or tornado spin.

Dingado
###

Dingado: This may be his name, but that is close enough. Sometimes, he'll show up with an Acme package. Grab it if you want, but be careful. Here are the possible outcomes.

###

Bone: Bones are bad. They are not filling enough to make a good meal for anybody, including Taz. Still, they restore health so they are fine to eat.

Steak: Now this is more like it! It's better and more filling/point giving than bones and chicken. It restores health as well.

Chicken: Bones with the meat still on them. Another yummy treat Dingado gives out.

Dynamite: Ouch! Watch out for this one, it blows up in your face!

Spring-Fist: Knocks Taz off to the side, damaging him. This is a bad one as well, and is also extremely annoying.

Bomb: It is the same as dynamite. Only it's more round and black.

Bear trap: It just makes Taz jump up a bit, and does minor damage. ☐No real harm, just watch out for trees Taz could crash into.

Springs: Yeah! It's time to spring into action! It increases your jumping ability, and the only way to stop jumping is to tornado spin them away. Not really good taking the Pterodactyl into mind. You can also do an air spin with these: When jumping and in the air, hold X. You'll lose the springs, but will be spinning in the air for a few split seconds.

Jet Shoes: All right! This makes you go much faster than normal and it can be controlled! Don't overdo it though and crash into obstacles. And you must be especially careful of Oil Slicks and Ice Patches.

Taz Trophy: An extra life! Good luck trying to get one, you'll need it bad.

Hazards
###

Trees/Cactuses/Stop Signs/Rocks/Traffic Lights/Power Lines/Etc.: They are in plain sight just off the road. Run into them and Taz will get hurt. To get him back into your control after this afterwards, rapidly press up.

Water: Go into this without spinning and Taz will sink. He'll get back up and shake off. Remember: As quoted from the end of the level Rainy Daze, "Taz hate water!"

Pits: Walk over one and Taz will fall down it. But whether or not he does do it depends on you.

Big pits: These go all the way over the side of the screen! You need to jump or Tornado-Spin to get by.

Tar: It is easily distinguished from the road since it is orange. It temporarily slows Taz down. Only bad if Wendal or the She-Devil is right behind Taz.

Oil Slick: Taz will slip and slow down S-L-O-W-L-Y to a stop. Try to avoid these, especially when on Jet Shoes or while Tornado-Spinning.

Ice Patch: The same as Oil Slicks, only they show up on Snowy Ridge and Wackyland only. In addition, Taz slips more due to the extra icy surface.

Puddle: Only in Rainy Daze, these apparently do nothing, except slow Taz down a bit when in it.

3: General Tips

In case Taz is dying like a maniac, or you just need tips, here are some.

-Kill Axle and Bud whenever they appear. If you fail, jump off of the road until they pass with their net.

-Try to keep moving in the levels, unless you want to eat a Roadrunner.

-You can Tornado-Spin over water and pits, but remember you need a little bit of speed, so you may need to spin backwards a little bit. In addition, do not attempt that if your health is low.

-Watch out for those hills: It is easy for the Pterodactyl to grab you when you are up there, and you may get hit by a bus or that guy in the car before you even know what's going on. One time, I fell straight into a pit.

-Grab every Red Bird you see, and the same applies for green birds.

-If that blasted She-Devil is nearby, use the Tornado spin to spin off in one direction to lure her over there, and quickly get back on the road. If you want, you can spin over to the other side of the road and spin over there for a while.

-Try to get a lot of points in a level, since after you eat the amount of Kiwis you have to, you see a screen, which counts up the score you earned in that level, the time remaining, and adds them together to get a bonus score, which is added to your point total.

-If Wendal jumps on Taz, and you need to grab a Kiwi, do it quick and get him off fast, since he blocks the reverse view. Taz came for Kiwi, not hitchhikers!

-To avoid things like Bear traps, Bombs, Pterodactyls, Dynamite, and so on, Tornado-Spin to the left or right, to lure it over there, then quickly move in the opposite direction.

-Take advantage of the bonus levels to earn a lot of points.

-When you get caught by the Pterodactyl, try not to wiggle free until you pass the She-Devil, and when you do, spin by because sometimes you may land directly by her.

-Pay attention to your reverse view window: it doesn't show all what is behind you, but it shows important things in it that may help you react faster to thing.

That's all I have for now.

4. Regular Levels

Here, I will put up a short description of each level and some specific advice for it. In addition, I put up the Kiwi Needed and the time you have to complete the level.

ACT 1

Level 1: Main Course

Kiwi Needed: 3

Time Limit: 3:00

This is an easy level. Feel free to get a good feel for the controls

here, but don't spend too much time screwing around. Eat three Kiwi to move on to the next level.

-No real tips I can give you here.

###

Level 2: The Outback

Kiwi Needed: 5

Time Limit: 3:00

No! No! No! This has absolutely nothing to do with Survivor! Anyways, be careful and don't go into the water. The hills are not a problem here. Just pay attention. If you do that, you'll be fine.

-While there are traffic lights here, there are no trucks.

###

Level 3: Kiwi Cross

Kiwi Needed: 7

Time Limit: 3:00

All right. This level is simple. Be careful the: Dingdo may throw dynamite at you in this level if you take his packages. In addition, watch out for the trucks. The Kiwis here are a little annoying, still very easy to pass by.

-If you are too impatient to wait, jump over the truck's path.

###

Now, you'll get into a bonus level: Kiwi Grab. Since it is a bonus level, it goes in the bonus section (though the game counts it as a level).

###

ACT 2

Level 5: Jungle Jump

Kiwi Needed: 7

Time Limit: 4:00

Not even close to hard. Just be careful of the Pterodactyl. Also, the She-Devil and Hunter make their first appearances here, but they are no threat.

-If by any chance the Pterodactyl appears when you are going to cross the water, spin across it. If Taz is too tired to Tornado spin (it takes up energy you know!), then fake it left (or right), then jump the other way.

###

Level 6: Rainy Daze

Kiwi Needed: 9

Time Limit: 4:00

Just plain easy. You should get through here no problem. It's a pretty cool one with the Thunder and Lightning. The rain doesn't obstruct your view either.

-The puddles only slow you down while you are in them.

-The trucks can be annoying here, but it is still simple to get by as before.

###

Level 7: Jungle Night

Kiwi Needed: 11

Time Limit: 4:00

This is a medium-easy level. At night, it isn't harder to see, so don't panic about sight. The Roadrunner appears in this level, so if you hear that weird "Beep, beep," then go eat him at a nearby traffic light.

-Dingdo has a bunch of tricks up his sleeve, so be careful.

-Go ahead and eat the Roadrunner.

###

Now you get to play another Bonus Level: Bushrat Brunch. Keep in mind this won't help you much.

###

ACT 3

Level 9: Desert Dessert

Kiwi Needed: 9

Time Limit: 5:00

A lot of traps and hazards are in this level. Beware Wendal, Axle and Bud.

-You cannot destroy cactuses with spinning attacks: Remember that.

-The tar is really easy to avoid because it stands out and won't really affect you.

###

Level 10: Crazy Canyons

Kiwi Needed: 11

Time Limit: 5:00

This level has small roads and zig-zag patterns in it. More cactuses are here. Be cautious in this level: It is extremely easy to kill yourself if you are not paying attention. Especially near the traffic lights.

-Watch out for the pits.

-The oil slicks are annoying, but you should be able to avoid them no problem.

-Do not try to imitate the demo on the title screen.

###

Level 11: Wendal Woods

Kiwi Needed: 13

Time: Limit 5:00

You'll see Wendal a lot in this level. The Pterodactyl's stay on the screen for a hell of a lot of time, and Bud and Axle show up like crazy! Possibly the hardest level in the game, even over the last one!

-Watch out for the water

-Beware Dingdo's dangerous Acme packages

-Be careful of the hazards here

-Pay attention: Wendal may show up at any time.

-This list goes on and on and on...

###

Another bonus: This time it's Bird Bath.

###

ACT 4

Level 13: Mountain Mayhem

Kiwi Needed: 11

Time Limit: 6:00

Not much different from some of the previous levels, but at least that Pterodactyl isn't there that long. Surprisingly enough, it is quite easy!

-Watch it when jumping over the big pits.

###

Level 14: Snowy Ridge

Kiwi Needed: 13

Time Limit: 6:00

YES! YES! YES! YEEEEEEEEEEEEES! That stupid Pterodactyl is gone (for now)! I think some other enemies are also not here like Wendal! Anyways, enjoy your freedom while it lasts: It's only for this one

level. You should have no excuse for not being able to avoid the hunter's shots, almost no excuse. And do not use A, your slow down button, it will surely make Taz end up hitting a tree or in a pit.

-The ice patches may cause you to easily slip and hit something. Same thing applies for stopping.

-If you fall into a large pit, tornado-spin backwards a little, then you should be able to bypass over the pit.

###

Level 15: Wackyland

Kiwi Needed: 15

Time Limit: 6:00

That Pterodactyl is back in this level. Be ready to spin over the large pits when it appears. As usual, avoid the trucks carefully, and keep on moving.

-The same things that go for Snowy Ridge go for this level.

###

You get yet another bonus Level: Kiwi Grab again!

###

ACT 5

Level 17: Interstate Idiocy

Kiwi Needed: 15

Time Limit: 7:00

This is a decently difficult level, what I mean by that is that it is difficult enough to be satisfying. Remember not to spin the cactuses.

-There are no real tips for this level, but everything normal applies.

-The hills are downright annoying here.

###

Level 18: Looney Toon Land

Kiwi Needed: 17

Time Limit: 7:00

Not much different from any other level: just be careful of trucks, Pterodactyls, Bud and Axle, and all other main enemies and hazards.

-There is some water on this level, so be careful of it.

-Spring Shoes and Jet Shoes are quite useless, because you are sure to hit something when on them at this point in the game.

-Eat all the green birds you see: You'll need them badly! Same thing goes for Roadrunners.

-"Burp!"

###

Level 19: The Road Home

Kiwi Needed: 20

Time Limit: 7:00

The Last Level! Good luck getting past it!

-Use all of your skills to get past this level! It's not really that hard.

-Eat everything and anything edible!

###

Okay, you beat the game! Now watch the credits and see the surprise at the end. A "That's all folks" screen?! Game over? Well, they could've put more work into the ending, other than that.

5. Bonus Levels

At levels 4, 8, 12 and 16, you'll be in a bonus level. There is only 1 type of food in a bonus level, but there is a lot of it. The only exception is Bushrat Brunch, where you can find Red Birds.

Level 4: Kiwi Grab

Time Limit: 1:00

Kiwis, Kiwis everywhere! Kiwis, Kiwis, going into Taz's stomach! A lot of Kiwis and only Kiwis are in this level. Sometimes, they'll change direction, so keep your eye and ear open.

Level 8: Bushrat Brunch

Time Limit: 1:00

Bushrats are all over the place in this bonus level. They are difficult to catch, but there are still many of them. Eat all the Red Birds you see too. It is hard to get a good point score here.

Level 12: Bird Bath

Time Limit: 1:00

Jump and grab a lot in this level, because Blue Birds are all over the place in this level! It is fairly easy to get a 2x bonus often. If you want a challenge, try to see if you can get over 10000 points! Good luck!

Level 16: Kiwi Grab

Time Limit: 1:00

The same as before, only there are more Kiwis, a lot grouped, together and they dash backwards a lot more often. You can easily get over 30000 points if you try hard enough.

6. Secret Codes

Go into the options menu (SELECT at the title screen) and enter the following button combinations. L and R are their respective buttons, not the directional buttons. For me, I prefer <- as Left, -> as right, /|\ as up, and \|\ / as down if you want to know.

A-Y-A-Y-X-Y-B-A-R-L: Level Select

B-A-Y-A-X-A: 10 Continues

Y-X-B-X-A-X-L-R-B-A-Y-A-X-A: 20 Continues

7. Tricks/Glitches

No game is glitches. Period. Moreover, most games have a few tricks to check out too. So here they are. Two to be exact, which isn't too many, but more than enough.

-Jumping Glitch

At the end of any level, just as Taz eats the last kiwi, jump. Do this and Taz will jump and land in the background while remaining the same size, making him appear larger!

-Wendal Trick

This only happened to me once, in Desert Dessert. Wendal was nearby, and so was the She-Devil. She caught Taz just as Wendal came running up and stared at Taz, who you could actually see breathing! It looked pretty cool, but I couldn't re-create it.

8. Taz Quotes

At the end of a level, Taz will say something. Here is what he says after each level. Yeah, I know. It is a little annoying since he always refers to himself in third person.

Main Course: "Taz Stuffed!"

The Outback: "Taz need Bicarbonate!"

Kiwi Cross: "Taz hate Trucks!"

Kiwi Grab: "Taz Ready for Act 2!"

Jungle Jump: "Taz need to Floss!"

Rainy Daze: "Taz hate Water!"

Jungle Night: "Taz Sleepy!"

Bushrat Brunch: "Taz Ready for Act 3!"

Desert Dessert: "Taz Ready to Party!"

Crazy Canyons: "Taz Bad to the Bone!"

Wendal Woods: "Taz Really Cool!"

Bird Bath: "Taz Ready for Act 4!"

Mountain Mayhem: "Taz very Dizzy!"

Snowy Ridge: "Taz Awesome!"

Wackyland: "Taz Rules!"

Kiwi Grab: "Taz Ready for Act 5!"

Interstate Idiocy: "Taz Pooped!"

Looney Toon Land: "Burp!"

The Road Home: "Taz be back soon!"

9. Controls

For the lazy that are too bored to look up in the Options menu...these are the default controls.

Up: Moves Taz Forward.

Down: Moves Taz Backward.

Right: Taz moves to the right.

Left: Taz moves to the left.

Start: Start the game at the title screen, and a few other minor things.

Select: Pause the game; bring up the options screen (title screen).

Y: Grab- Use this to grab an item, or a food.

B: Jump- Makes Taz jump! Hold it down to jump higher. If you have springs, you can jump extra high.

X: Tornado-Spin- Taz starts spinning really quickly. He is basically invulnerable while doing this, except to cactuses, traffic lights, and a few other things. It also consumes energy.

A: Slow Down- Slows Taz down to a stop. Avoid doing this in Wackyland and Snowy Ridge, as you'll slip further. Slowing down just after spinning can be extremely fatal for Taz.

L: Roar- This just makes Taz turn around and roar. If that's what you want to call it. This also happens occasionally if you stop and turn around quickly after a Tornado-Spin.

R: Tantrum- Another useless control which does nothing, unless you are frustrated of course. :-/

10. Copyright Notice and Credits

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Credits

System Error, me: For making this FAQ.

CJayC: For making GameFAQs.

If you have any suggestions or things to add, once again email me at [curtis1989\[HI SPAMBOTS\]shaw.ca](mailto:curtis1989[HI SPAMBOTS]shaw.ca) and I'll put it in and you'll be in the credits list.

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