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Nintendo

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Nintendo

GAME BOY

DMG-BY-USA-2

THE BUGS BUNNY™ CRAZY CASTLE 2

INSTRUCTIONS

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Thank you for selecting THE BUGS BUNNY CRAZY CASTLE 2 ™ Game Pak for the Nintendo® Game Boy® system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

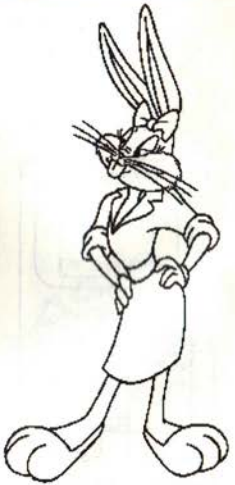
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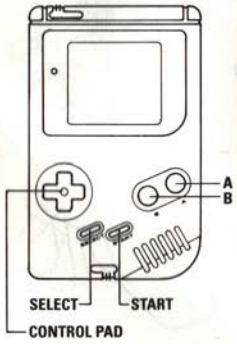
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Okay, Doc, here's what's up! During a party at the Wicked Witch's castle, the Witch nabbed Honey Bunny™ and locked her away deep within the castle. It's up to you to search through the 28 chambers of the castle and rescue Honey Bunny from the clutches of the Witch. You'll have to watch out for rascals like the Tasmanian Devil,™ Wile E. Coyote,™ Yosemite Sam™ as well as hidden trap doors. Fortunately, there are weapons, tools, shields, and magic potions to be found that will aid you in your quest. Good luck, Doc!



USING THE CONTROLS



Control Pad
Used to move Bugs Bunny. Use the up and down directions to help Bugs climb stairs and ladders or to enter the pipes. Also used to enter password letters and to select from menus.

SELECT Button
Not used.

START Button
Used to start the game and may also be used to pause the game during play. The START Button will resume a paused game.

A Button
Used to utilize a weapon.

B Button
Same as the A Button.

HOW TO PLAY

Starting the Game
Insert the Bugs Bunny Crazy Castle II Game Pak into the GAME BOY and turn on the power. First "Nintendo" will be displayed, followed by the Bugs Bunny Crazy Castle II license screen, and the title screen.

Choosing the Level
You can choose to start the game from the first level (START) or enter a password to start from a higher level (PASSWORD). These passwords are given to you as you complete each of the levels. Use the control pad to move the cursor to the desired choice and press the START button.



If you choose to enter a password, you will be given the opportunity to enter a four character code. Use up and down on the control pad to change the flashing character to another letter. Use right and left on the control pad to change character positions. Press START

when you are done entering the password. If you enter the password correctly, you may begin play from the higher level. Otherwise, you will begin from the first level.



When the overall level map is displayed, press the A Button to begin the game.

The Objective

You begin the game with 5 lives. Your goal is to complete all 28 levels by picking up all the keys on each level while avoiding or defeating the rascals. If you are captured by one of the rascals, you lose a life and have to start the level over again. However, you can safely pass the rascals through passageways and pipes. If you are successful, you will face the Wicked Witch in the final showdown!

If you are successful in completing a level, you receive an additional life and are given the password for the level. If you lose all your lives, you will be given the chance to continue the game from the current level. To do this, use the control pad to highlight YES and press the START button. Otherwise, you can start the game from the first level.



GAME DETAILS

Controlling Bugs Bunny

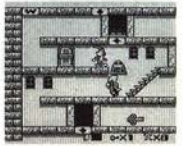
Use left and right on the control pad to move Bugs Bunny across the screen.

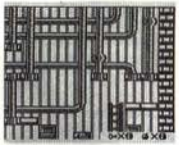
Climbing

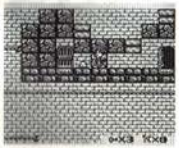
You can use the up and down directions on the control pad to help Bugs Bunny climb up or down stairs, ladders, and the like.

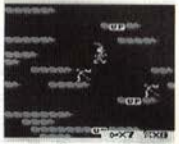
Passageways

Some levels have passageways that lead up or down to other floors. To use these passageways, push up or down on the control pad when Bugs Bunny is in front of the entry. You can safely pass the rascals in the passageways.









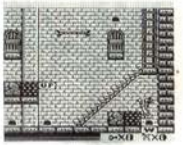
The Pipes
Some levels contain pipes that Bugs Bunny can use to escape. To enter the pipes, move to the entrance of the pipe and press up or down on the control pad. Bugs Bunny will appear at the other end of the pipe. You can safely pass the rascals in the pipes.

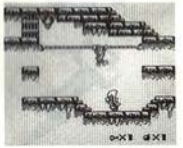
Doors
To enter a door, press the up direction on the control pad. You will find many useful items in the many secret rooms of the castle.

Catapults
The catapults let you reach upper floors in the castle's chambers. To use the catapults, move Bugs Bunny onto the floor marked with "UP" and away we go!

Warpways
These warpways teleport you to another part of the chamber. To use the warpway, simply step onto the floor marked with the "W." You can safely escape the rascals through the warpway.

Tightropes
Some levels contain tightropes that can be used to move from one part of the chamber to another. Use the left and right directions on the control pad to move Bugs Bunny along the tightrope.













OTHER ITEMS

Keys
You must locate all the keys on each level of the game.

Bow and Arrow
If you pick up the bow and arrow, you can shoot it at one of the rascals by pressing the A Button.

Hammer
The hammer can be used to remove some obstructions. There are other tools that will help you overcome obstacles.

Pick Axe
The pick axe can be used to climb over some obstructions.

Bomb
After picking up a bomb, you can detonate it by pressing the A Button.

10 Ton Weight, Chests
You can push one of these onto the rascals.



Shield
This will protect Bugs Bunny from the rascals for a short time.



Magic Potion
The magic potion temporarily gives Bugs Bunny the power to overcome any rascal that he encounters.



Lightning Bolt
The lightning bolt will eliminate any rascals on screen.



Clock
The clock will temporarily slow down the rascals.



Carrot
One additional life.

THE RASCALS



Beaky Buzzard



Daffy Duck



Foghorn Leghorn



Little Ghost



Marc Antony



Merlin the Magic Mouse



Miss Witch Hazel



The Moth & His Flame



Sylvester



Tasmanian Devil



Tweety



Wile E. Coyote



Yosemite Sam

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