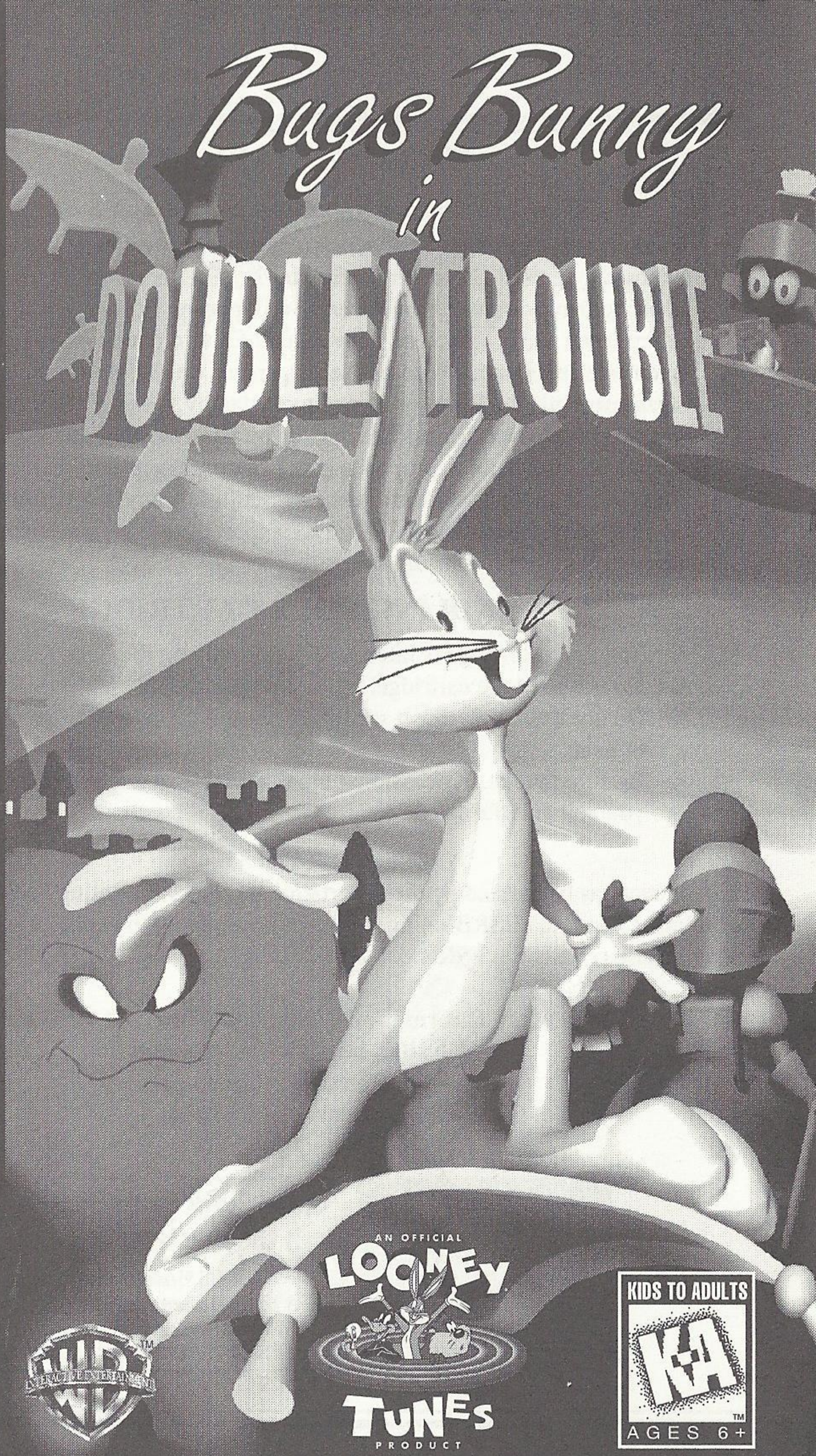
SEGA®

GAME GEAR™

INSTRUCTION MANUAL

Bugs Bunny in DOUBLE TROUBLE



AN OFFICIAL LOONEY TUNES PRODUCT

KIDS TO ADULTS
AGES 6+

OFFICIAL SEGA SEAL OF QUALITY

2569

EPILEPSY WARNING

Read Before Using Your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.**

HANDLING YOUR CARTRIDGE

- The Sega cartridge is intended for use only on the Sega Game Gear.
- Do not bend the cartridge, crush it or get it wet.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

ESRB RATING

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.

For More Information, Visit Sega's Internet Sites at:
web site: http://www.sega.com
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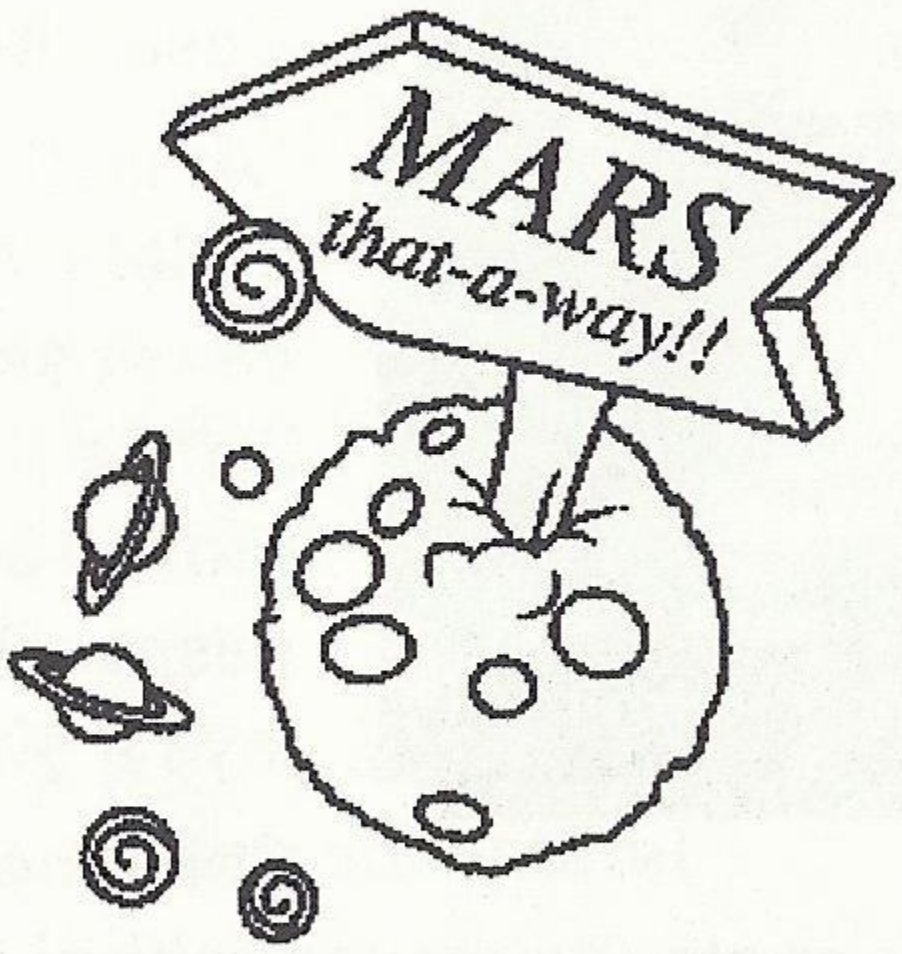
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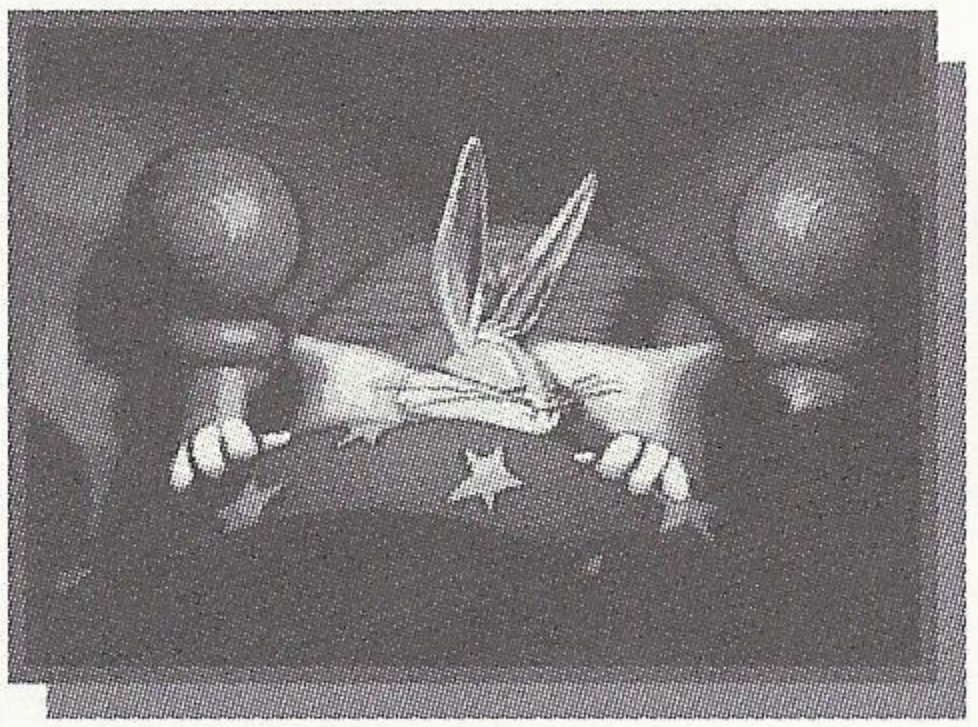
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CASTLE DEMENTIA

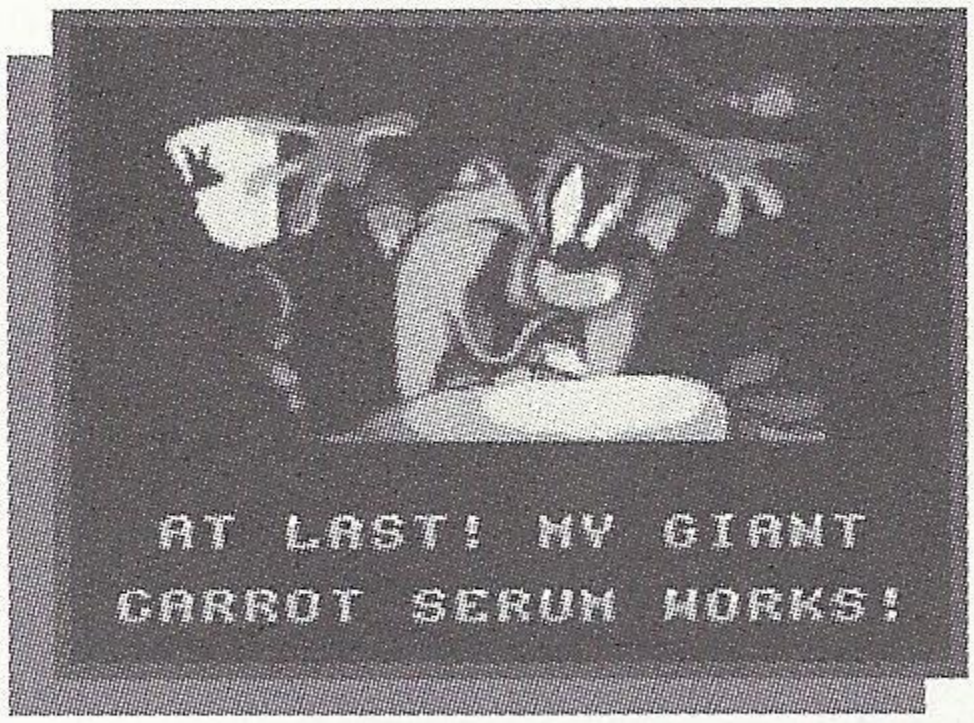


Bugs Bunny is sleeping in his cozy bed. He's worn out from a busy day of poking fun at Daffy Duck and tormenting Elmer Fudd. Now he's drifting deep into dreamland . . . .

Bugs dreams he's in a musty old castle. Tunnels and corridors stretch away in all directions. Through a partly open door, Bugs hears clatter and voices.

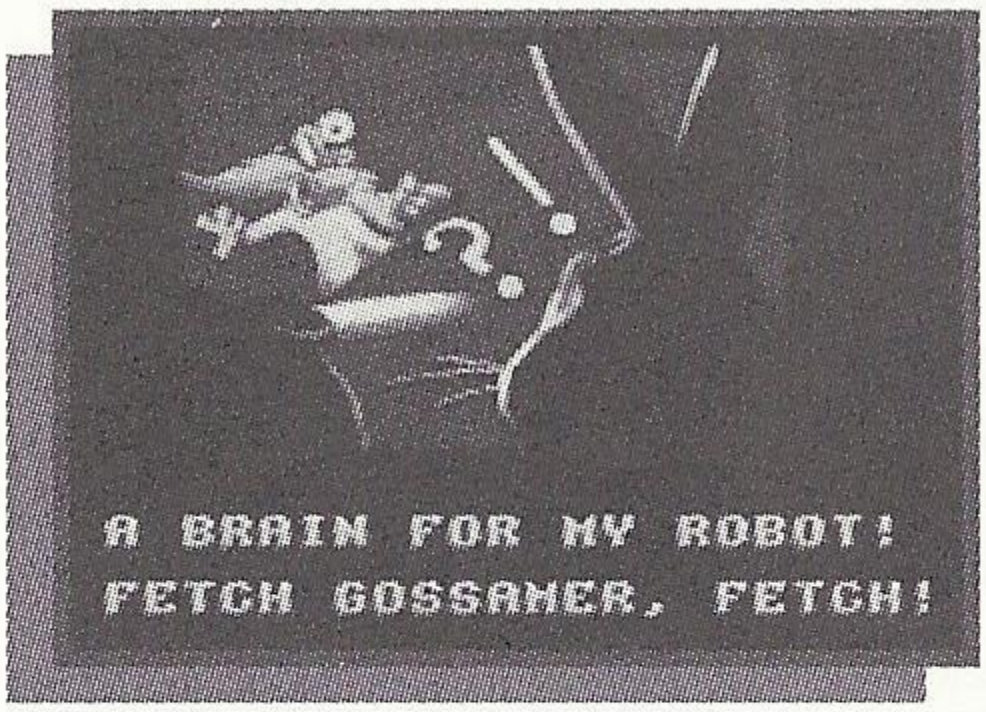
What's a "wespectable wabbit" to do? Spy, of course. In his sneakiest style, Bugs creeps closer and peers inside the room.

A scruffy-looking professor in a white coat is looming over a table, mixing chemicals in test tubes. The "professor" looks suspiciously like Yosemite Sam!



"At last!" he suddenly shrieks. "My giant carrot serum works!" As the professor moves aside, Bugs gasps. On the table lays a giant carrot!

Spinning around, the professor spots the spying rabbit! Bugs jumps back, but it's too late!





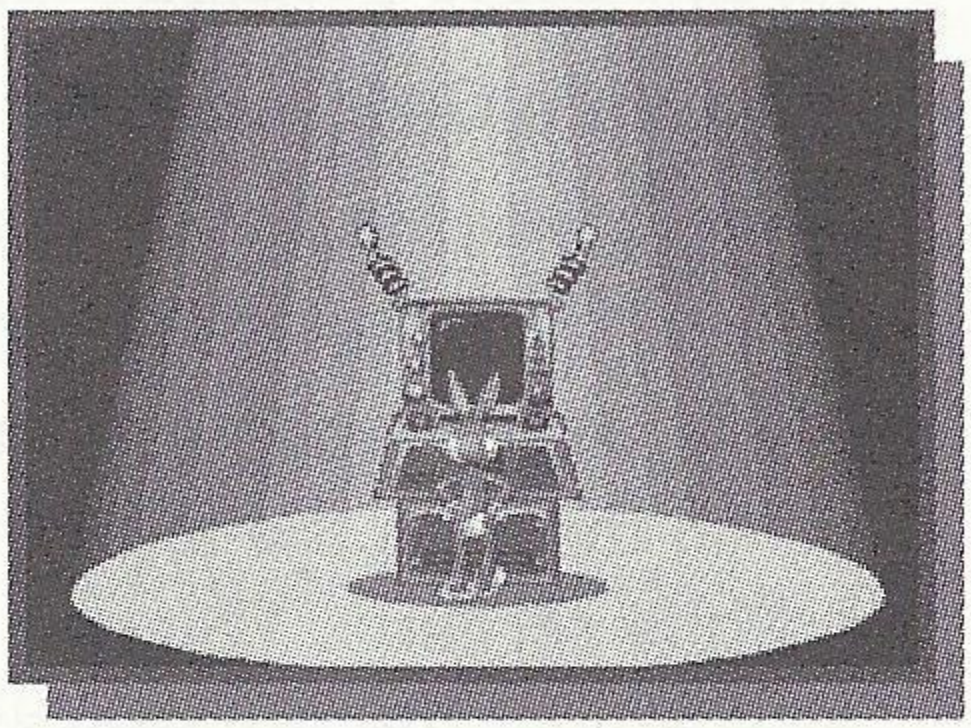
"Just what I've been looking for," the professor screams. "A brain for my new robot. Fetch, Gossamer, fetch!"

A giant, orange, hairy monster wearing sneakers lurches out of the shadows. Gossamer makes a grab for Bugs, but Bugs takes off, barely escaping his clutches.

"YIPES! I hope this dream DOESN'T come true!" Bugs gasps as he rockets down the corridor and ducks into an open door.

THUD! The door slams shut. Bugs is in a brightly lit room. In the middle of the floor is a clanking, cranking, buzzing, big green machine. It's the professor's secret Televisor!

"Nyaa . . . it looks like a TV," Bugs thinks as he eyes it curiously. "I wonder if it works like a TV."



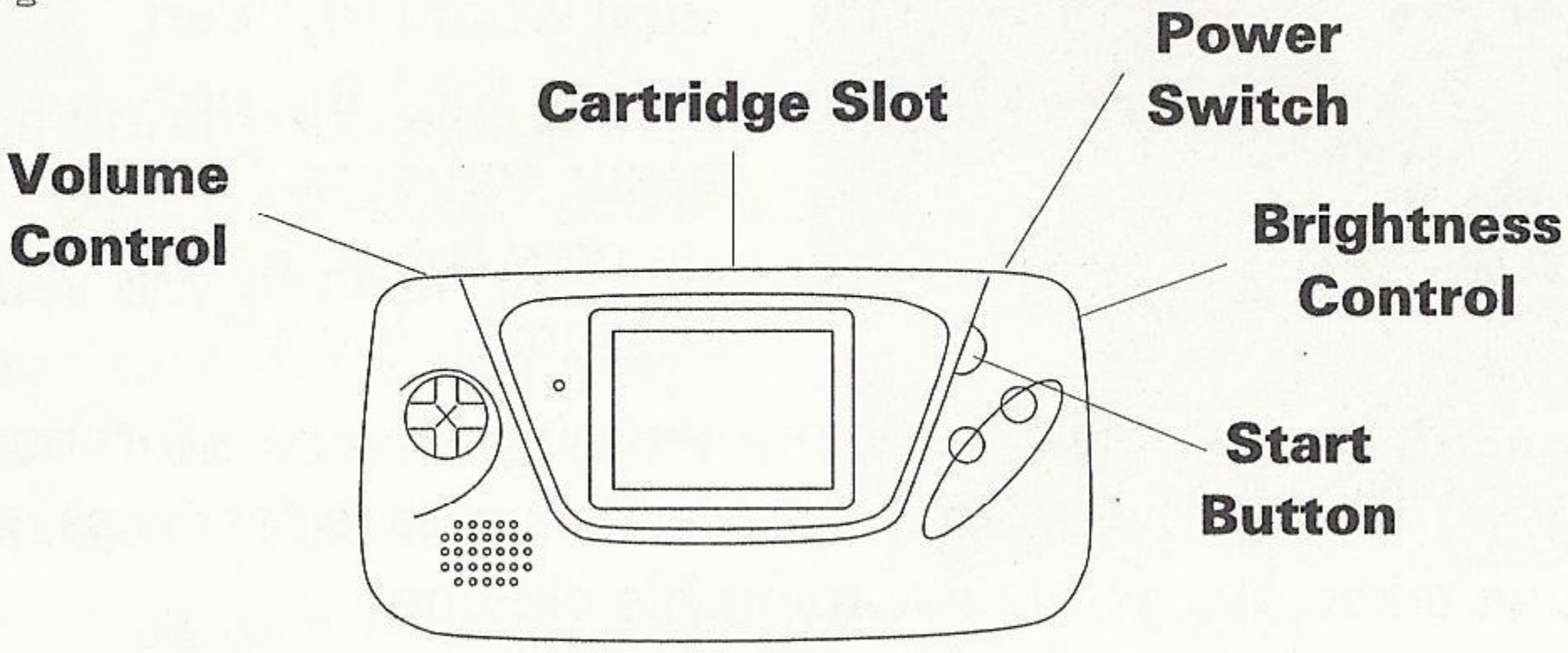
Bugs starts fiddling with the dials, twisting them left and right. He doesn't suspect that this mysterious apparatus can tune in other worlds!

Watch out, Bugs! That "TV" is about to transport you on a high-speed, hare-raising adventure!

Hang on to your rabbit ears as AWAAAAY you go!



STARTING UP



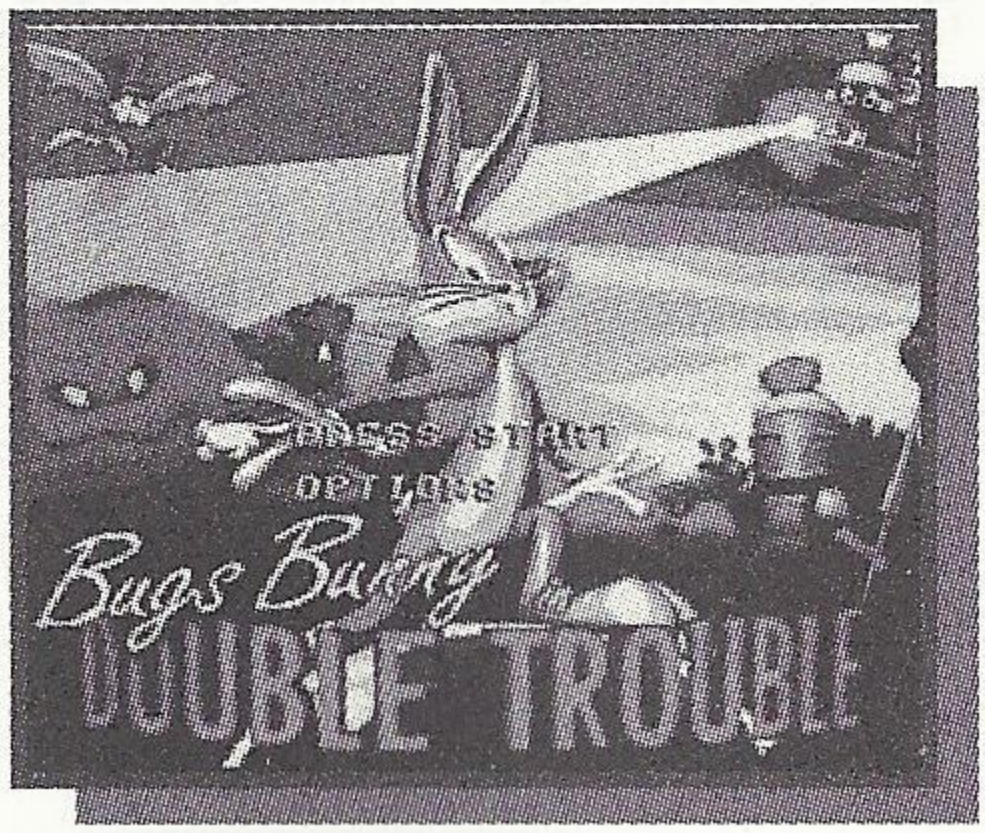
1. Set up your Sega Game Gear as described in the instruction manual.

   Note – Attach a Super Wide Gear™ (sold separately) to increase the viewing screen size.

2. Make sure the power is OFF.
3. Fit the game cartridge into the slot on the top of the Game Gear, and turn the power switch ON.

   Note – Always make sure the power is OFF before inserting or removing a Sega game cartridge.

4. Press **Start** repeatedly to scroll through the logo and credits screens. You can also adjust the brightness and volume levels before starting the game.
5. When you see the Title screen, press **Start** to begin the game.

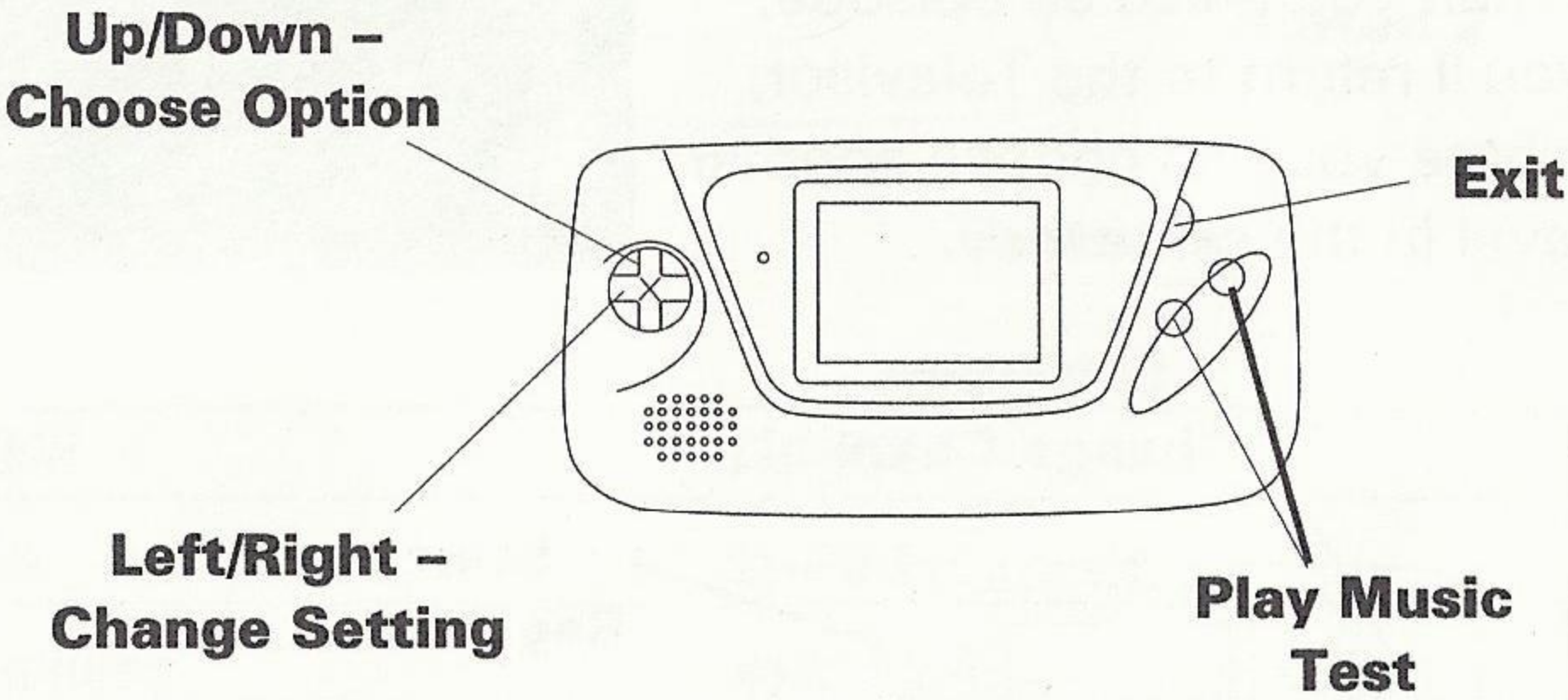


OPTIONS





Select OPTIONS on the Title screen by pressing the **D-Pad** down and pressing **Start**. The Options menu appears.



DIFFICULTY

Choose a skill level: Easy, Medium or Hard.

MUSIC

Turn the game's music ON or OFF during play. When the music is OFF, you'll still hear the game's sound effects.

MUSIC TEST

Sample individual music tracks.

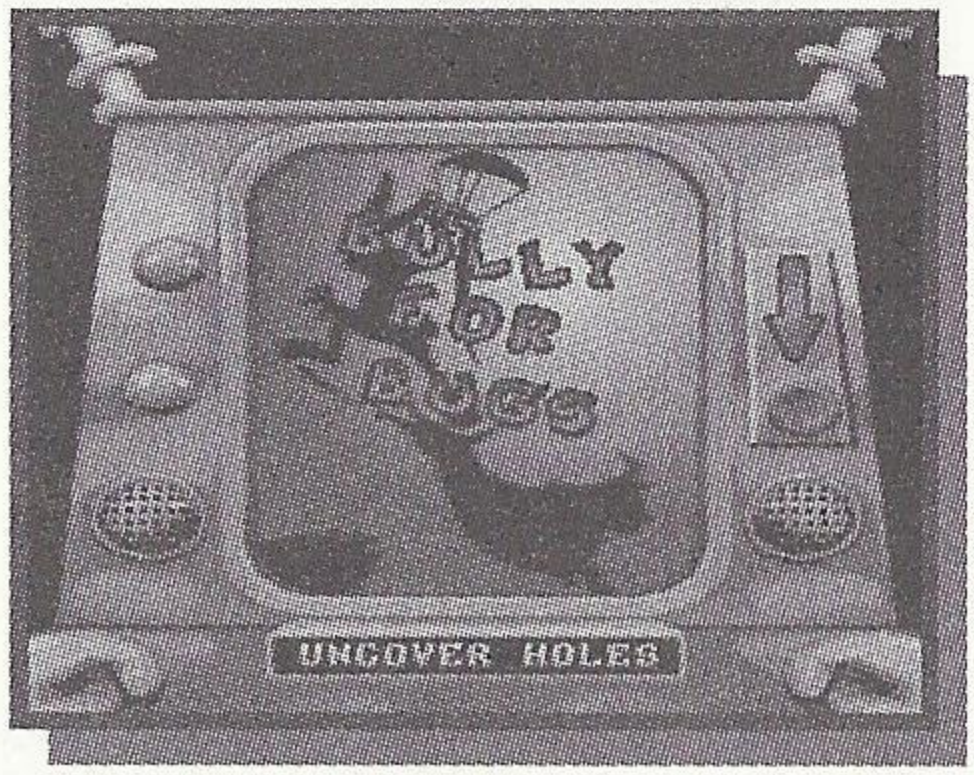
EXIT

Choose EXIT and press **Start** to exit to the Title screen.



TUNING IN ON THE TELEVISOR

You must guide Bugs safely through seven cartoon episodes. The Televisor transports Bugs to the first four episodes. Choose any episode by pressing the **D-Pad** left or right and then pressing **Start**. When you finish an episode, you'll return to the Televisor, where you can choose another level in the same way.



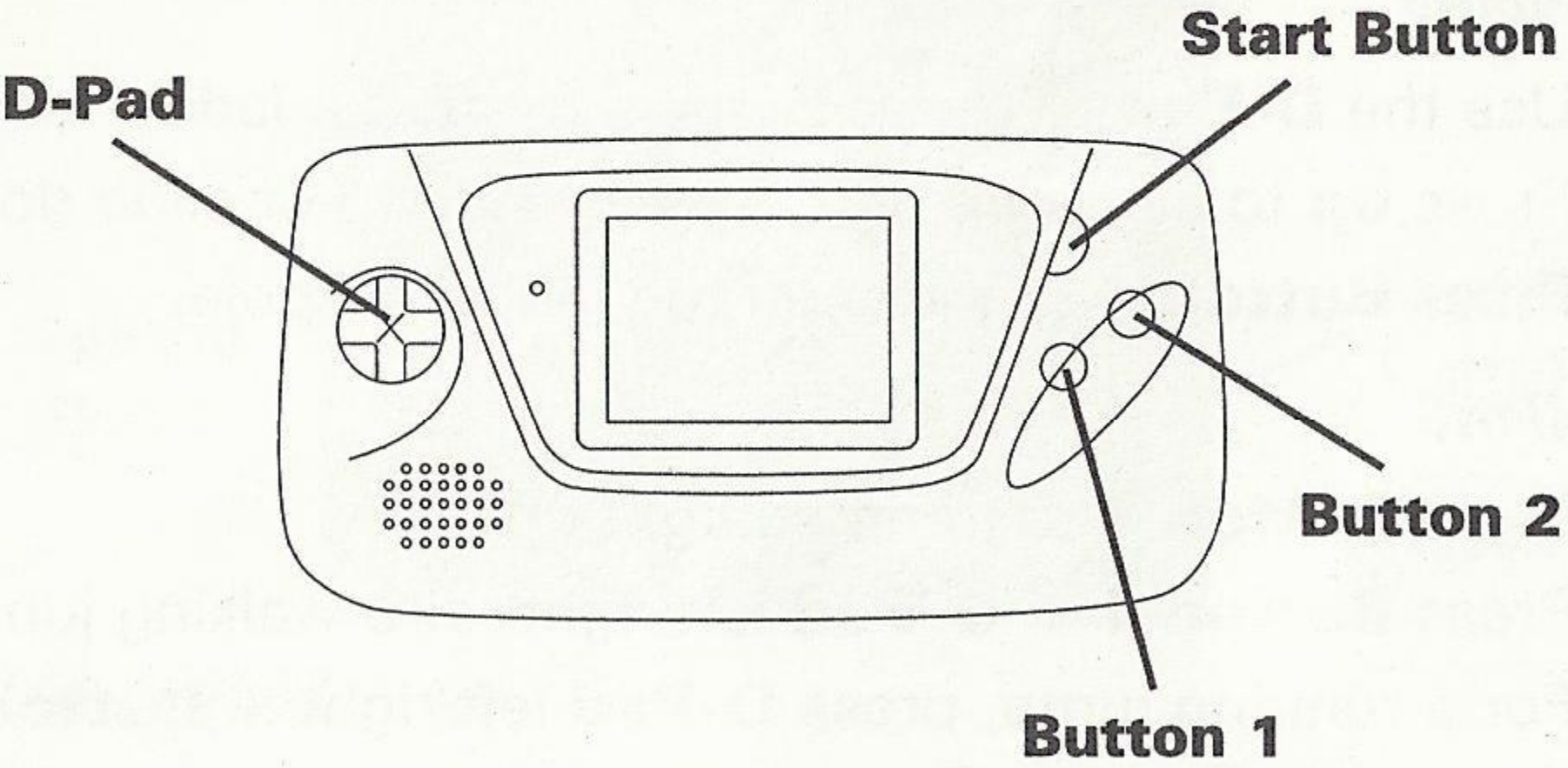


After finishing the first four episodes, you'll automatically enter the later episodes in order, one after the other, without using the Televisor.

All episodes have a different special task Bugs must accomplish. Some of the levels are timed, so you need to hurry.

Bugs throws carrots, bounces on bad guys and collects special items. He also sprints at lightning speed! Be careful – if Bugs makes too many sprint moves in sequence, he gets tired. He could get hurt if bad guys are close by!

PLAY CONTROLS



ACTION	CONTROLS
Walk	**D-Pad** right/left
Hop/jump	**Button 1**
Action (throw, flip switches, tease Daffy, etc.)	**Button 2**
Sprint	**D-Pad** right/left + **Button 2**
Giant running jump	**D-Pad** right/left + **Button 2**, then **Button 1**
Climb up	**D-Pad** up on a ladder/pole
Descend/slide down	**D-Pad** down on a ladder/pole
Crouch	**D-Pad** down
Pause/resume play	**Start**



BUGS' COOL MOVES

CLIMBING

- Use the **D-Pad** to move Bugs in front of a ladder or pole.
- Press **up** to climb up and **down** to climb or slide down.
- Press **Button 1** to jump off the ladder or pole.

JUMPING

- Press **Button 1** to jump straight up.
- Press **Button 1 + D-Pad** left/right for a walking jump.
- For a running jump, press **D-Pad** left/right **+ Button 2**, then press **Button 1**.

BUGS' BOUNCE

- When a bad guy gets close, press **Button 1** to jump, and use the **D-Pad** to land on the bad guy's head.
- Keep bouncing until the bad guy gives up.

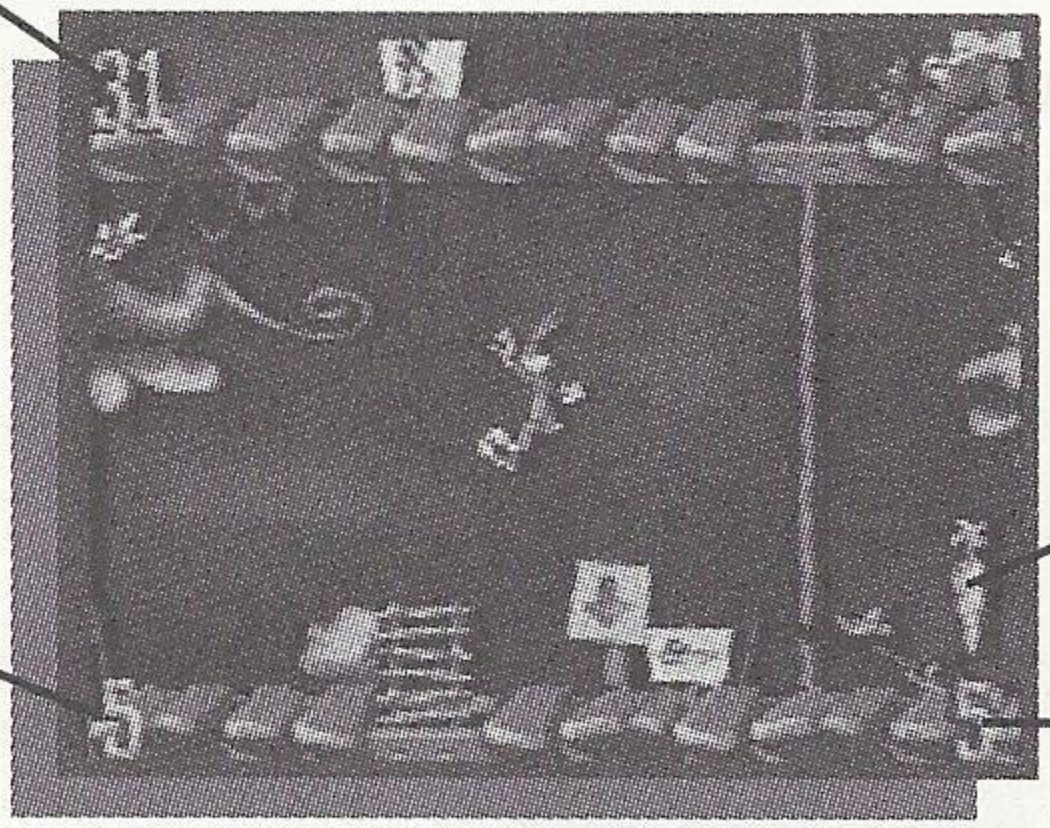
CARRYING ITEMS

- Run over glue pots (DUCK RABBIT DUCK) or books (HAUNTED HARE) to pick them up. Bugs stores items until he's ready to use them (see "Special Items," pg. 9).
- Press **Button 2** to throw an item. Lighter items fly farther than heavier items.

FLIPPING SWITCHES

- Move Bugs next to a switch and press **Button 2** to flip the switch ON or OFF.
- Switches found in one place may open or close pathways located in another place.

THE GAME SCREEN



HEALTH CARROT

Each time Bugs is attacked, a piece disappears from the Carrot. When the Carrot disappears, Bugs loses a Life.

LIVES

Bugs starts with three Lives. Each Life lasts for one whole Health Carrot. When Bugs loses a Life, he restarts the episode. When he loses all his Lives, the game ends.

COUNTDOWN

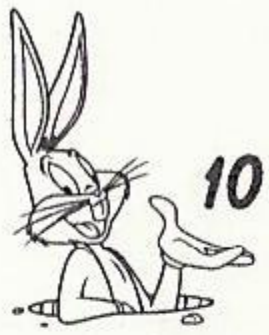
In timed episodes, a Countdown shows how long Bugs has to complete the stage. If the number reaches 0, Bugs loses a Life and must restart the episode.

CARROT WEAPONS

Shows how many Carrot Weapons Bugs has. This meter appears during non-timed episodes.

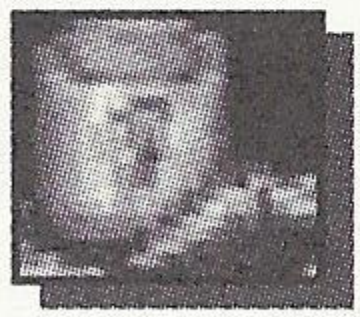
SPECIAL ITEMS

Displays how many glue pots or books Bugs is carrying.



SPECIAL ITEMS

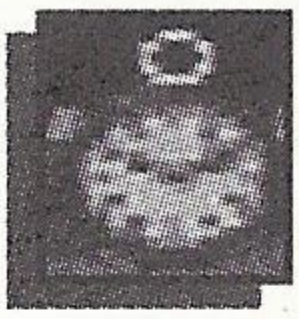
Carrot Weapons are hidden throughout the levels in groups of ten. Pick them up and press **Button 2** to launch them at bad guys.



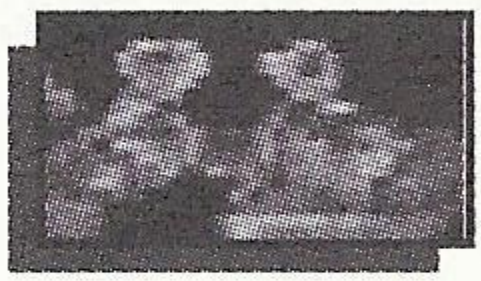
Canned Carrots completely refill Bugs' Health Carrot.



With **Invulnerability Potion**, Bugs can't be hurt as long as the potion's spinning stars and special music last.



Picking up the **Stopwatch** resets the Countdown so Bugs has more time to finish the episode.

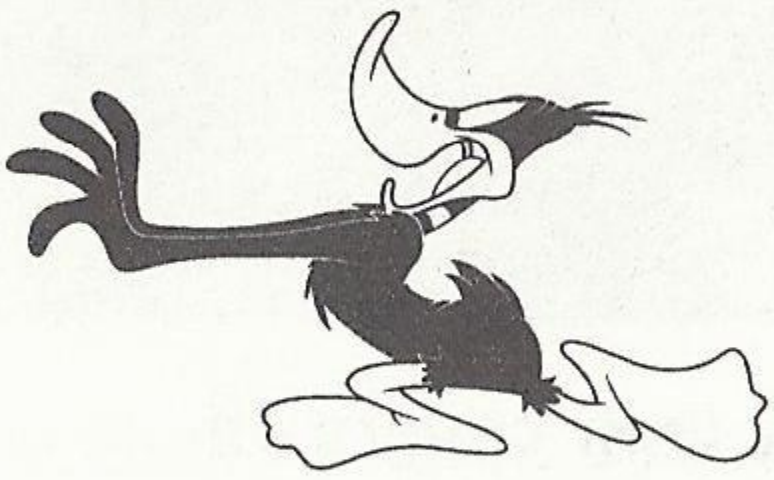


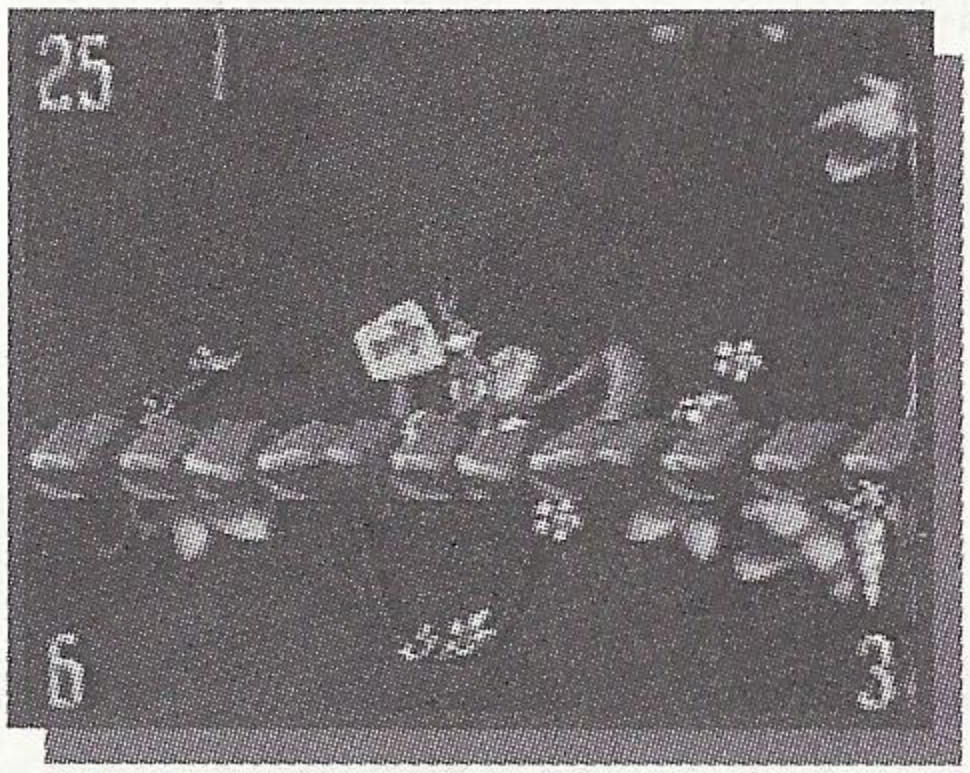
While wearing **Speed Shoes**, Bugs can sprint without getting tired. Speed Shoes last only a short time, so put them to good use.

Life Potion in a giant gold jug gives Bugs an extra Life.

LOONEY TUNES TIME



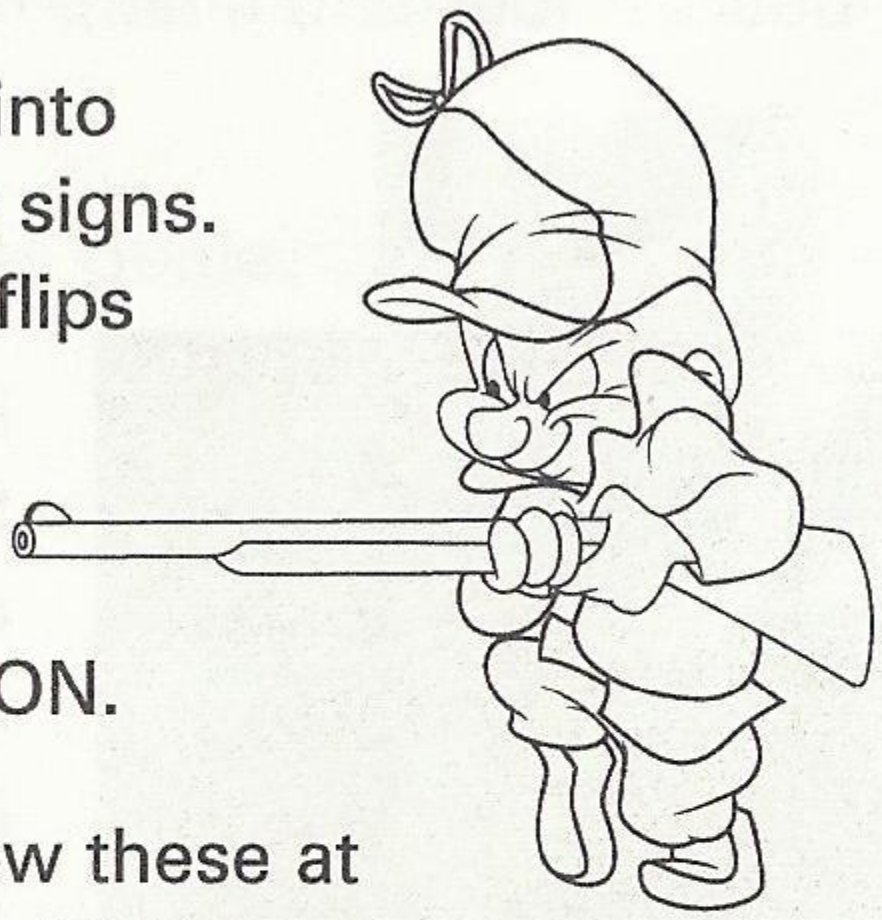


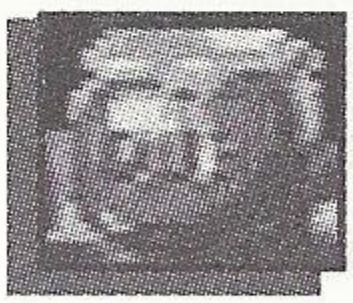


DUCK RABBIT DUCK

Elmer Fudd is out hunting for that "wascally wabbit." It's up to Bugs to foil his plans!

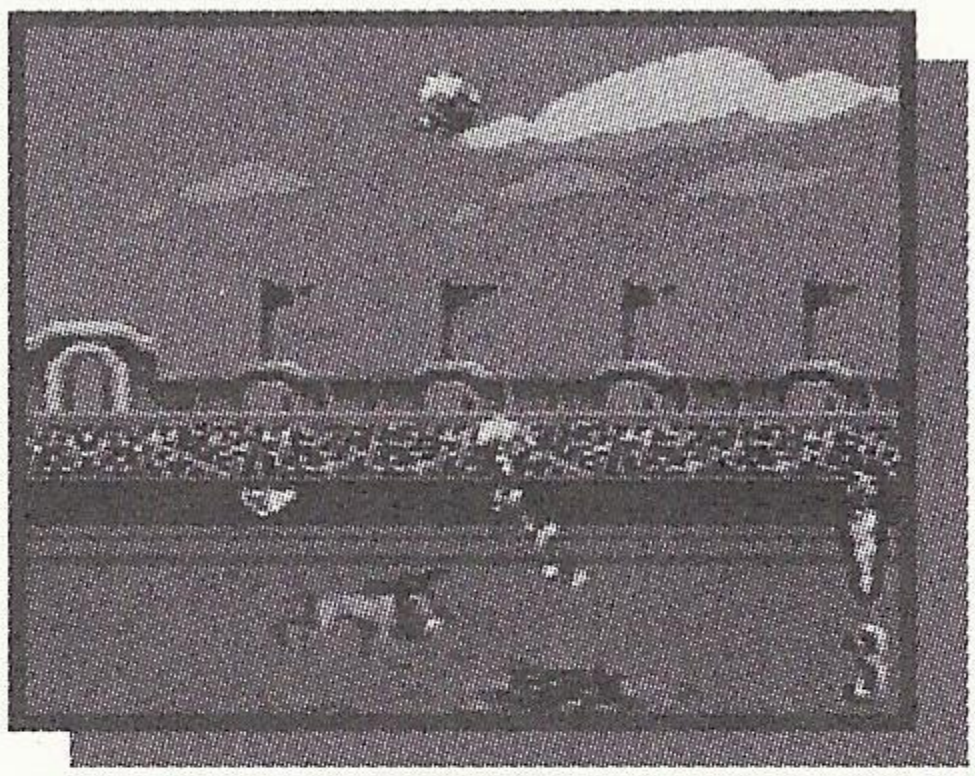
Bugs must tease Daffy Duck into chasing him past the hunting signs. When Daffy passes a sign, it flips from RABBIT SEASON to DUCK SEASON. Turn over all the signs so Elmer thinks it's DUCK SEASON.





Glue Pots: Throw these at Daffy Duck to "stick" him in his tracks for a few seconds.

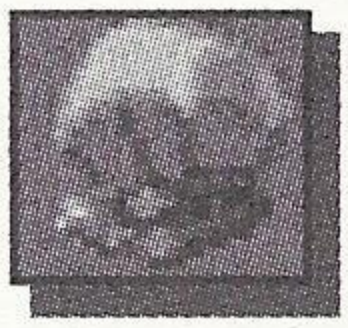




ROMAN LEGION HARE

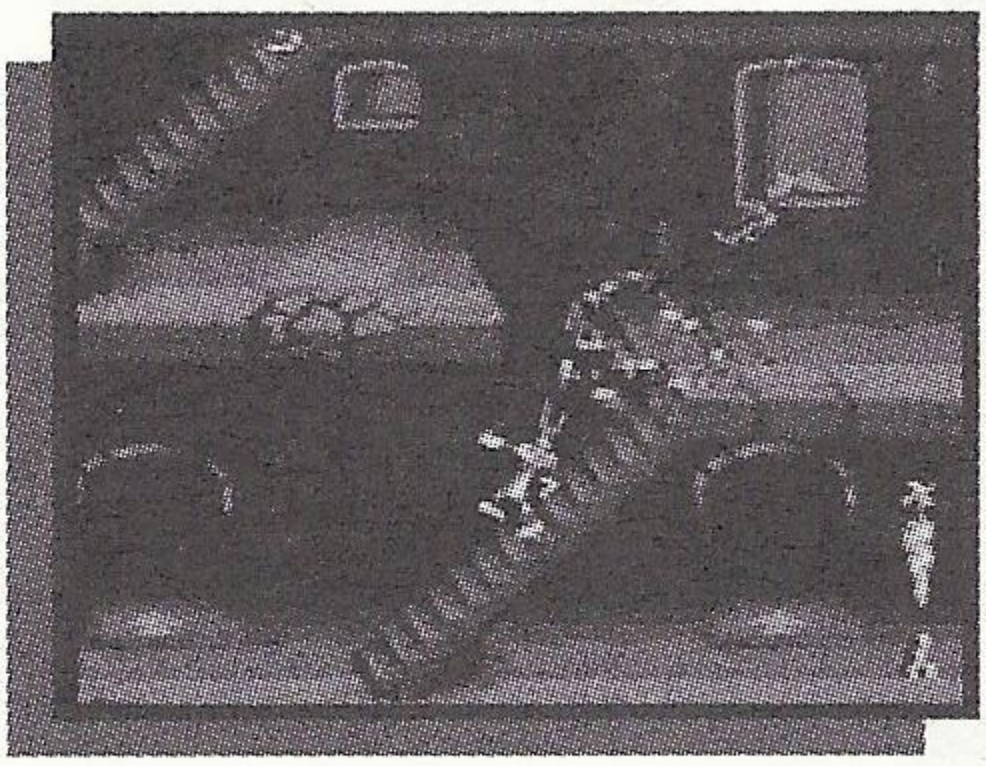
Bugs jumps on the lion's back to launch sky-high and grab floating dynamite. Land the dynamite on the rabbit holes to blow their covers off.

Once underground, cage the lions and collect the parts to make a lion trap. Return to the arena to build the trap.



Parachuting Dynamite: Grab these and drop 'em on the rabbit hole covers.

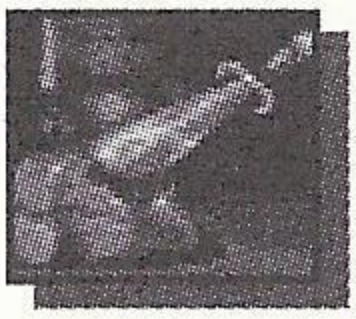
Lion Trap Parts: Collect the hammer, nails, boards, lock and chain.

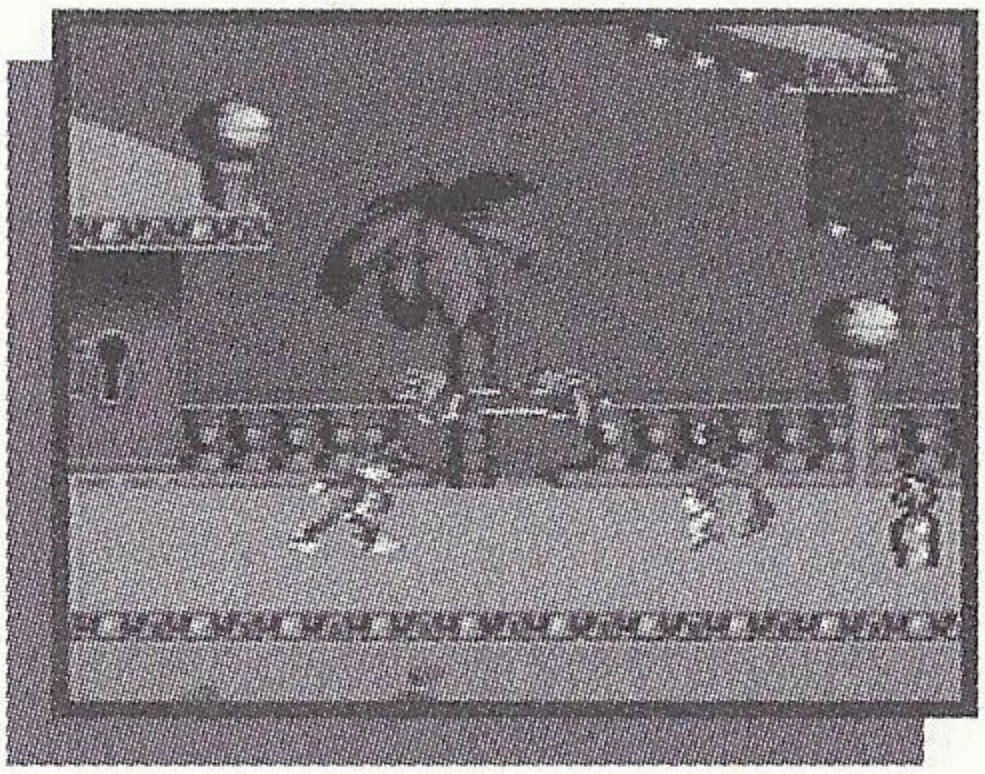


KNIGHTY KNIGHT BUGS

Find the fabled Singing Sword, scale the battlements, and demolish the evil Black Knight and his fire-breathing pet Dragon!

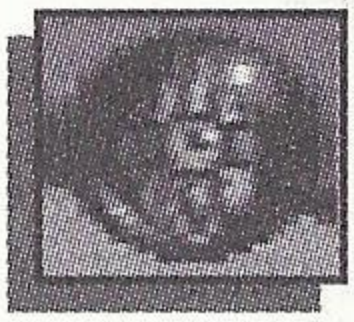
Singing Sword: Bugs needs this to finish off the knightly knaves!



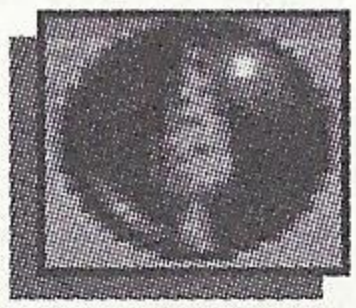


HARE-ABIAN NIGHTS

It's an Arabian caper on magic carpets! Joust with Vizier Yosemite Sam for the Genie's lamp. Collect all three lamps to free the Genie and earn a return trip to the castle!

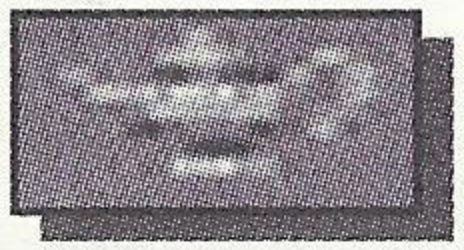


Carrot Bombs: Blast the bad guys. Hold down **Button A**, then release, to lob the exploding carrot farther.



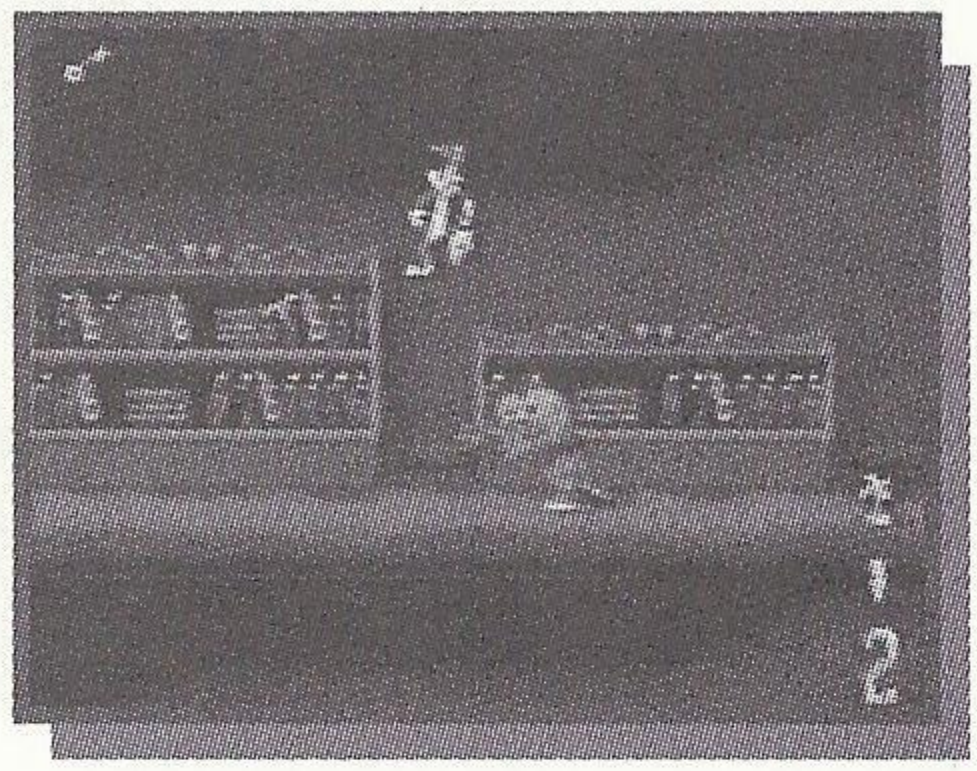
Homing Carrots: These know where to go. Fire one and it nabs the closest enemy!

Genie's Lamp: Summons the Genie.





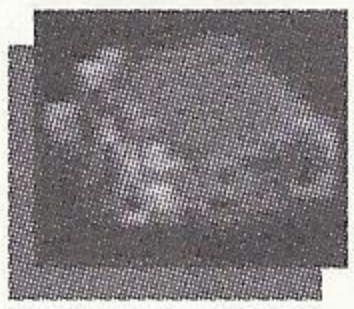




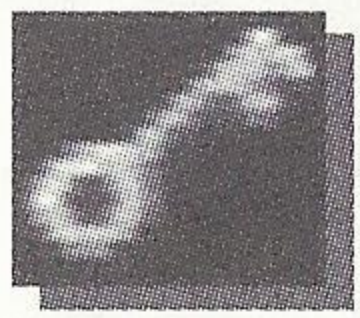
HAUNTED HARE

Work your way through the haunted castle to find the professor's laboratory. Throw the book at ghouls, bats and Witch Hazel!

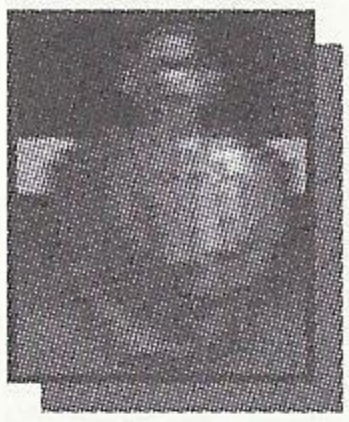
Bounce on Gossamer to temporarily slow him down. Discover some shocking news and use weird creations to defeat Gossamer. Finally, face the mad professor himself!



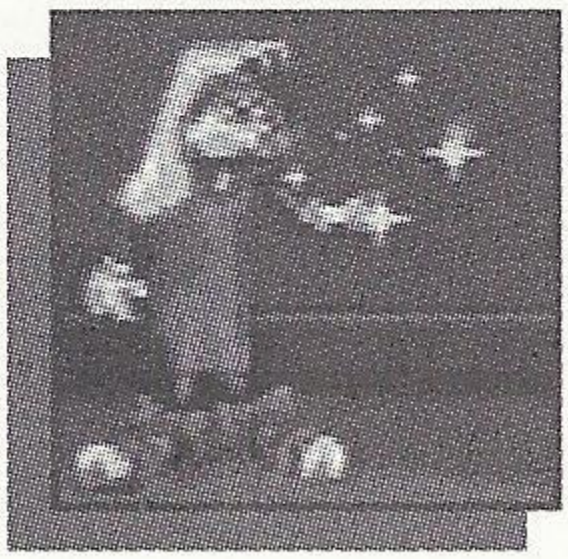
Books: Stop bad guys with these wise words.



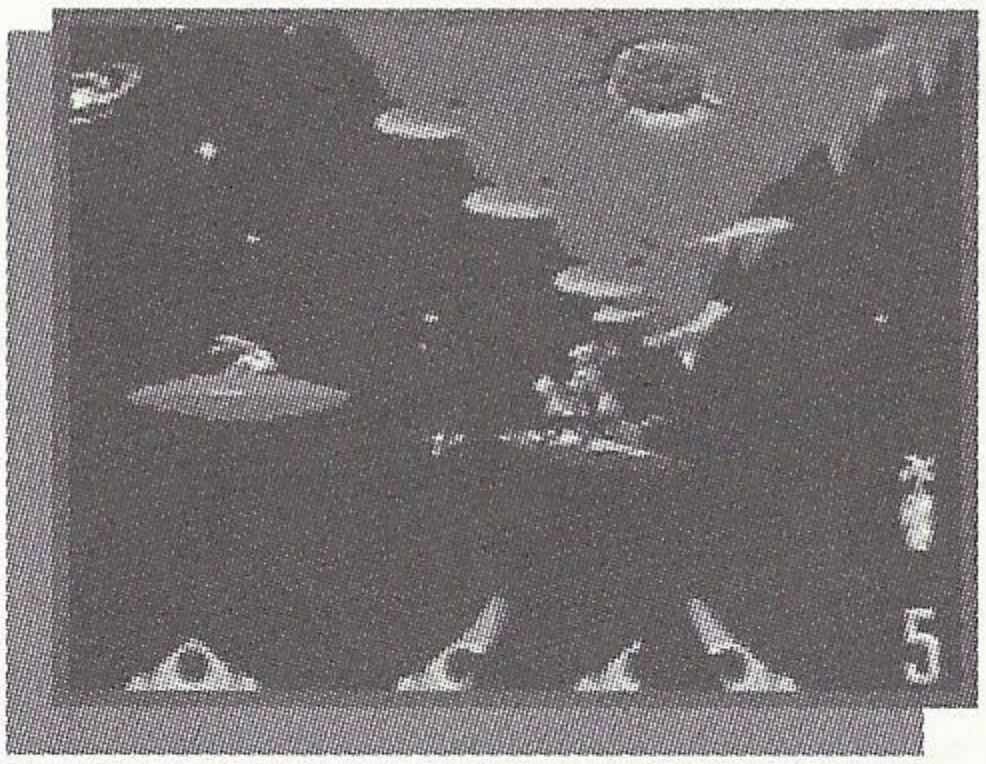
Keys: Unlock doors.



Aged Hare Potion: One drink of this and Bugs turns into a bearded old rabbit with a cane, who moves slooooooowly and can't jump.



Bunny Hazel: Witch Hazel is disguised as a gorgeous bunny. Collect her kisses for extra health before she disappears!



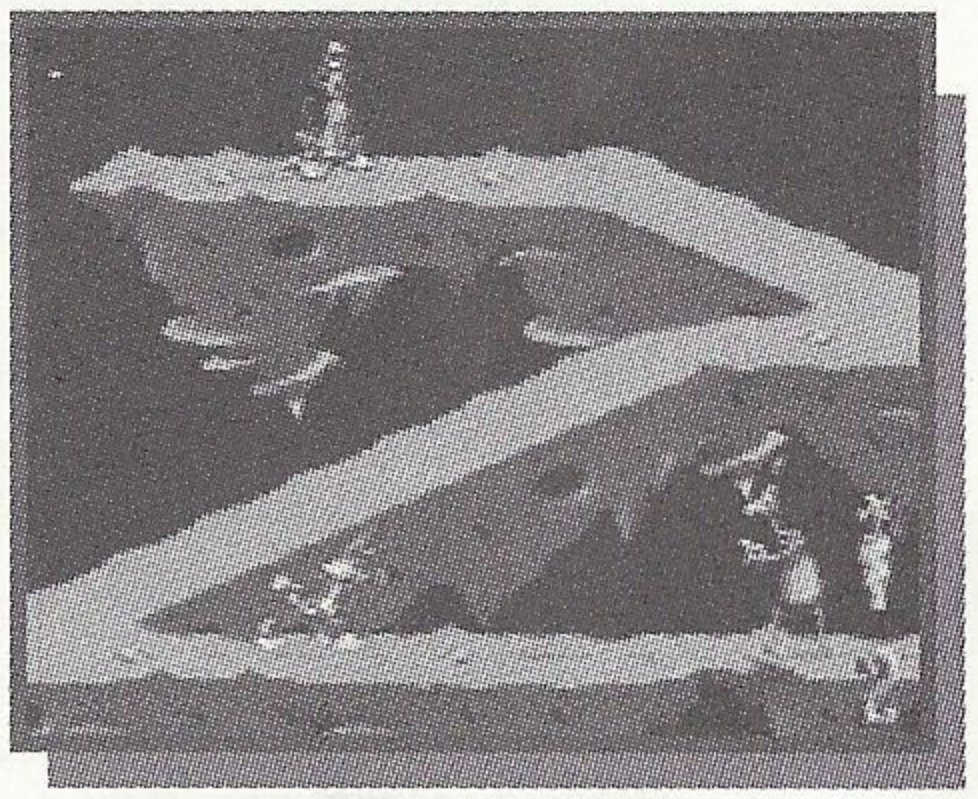


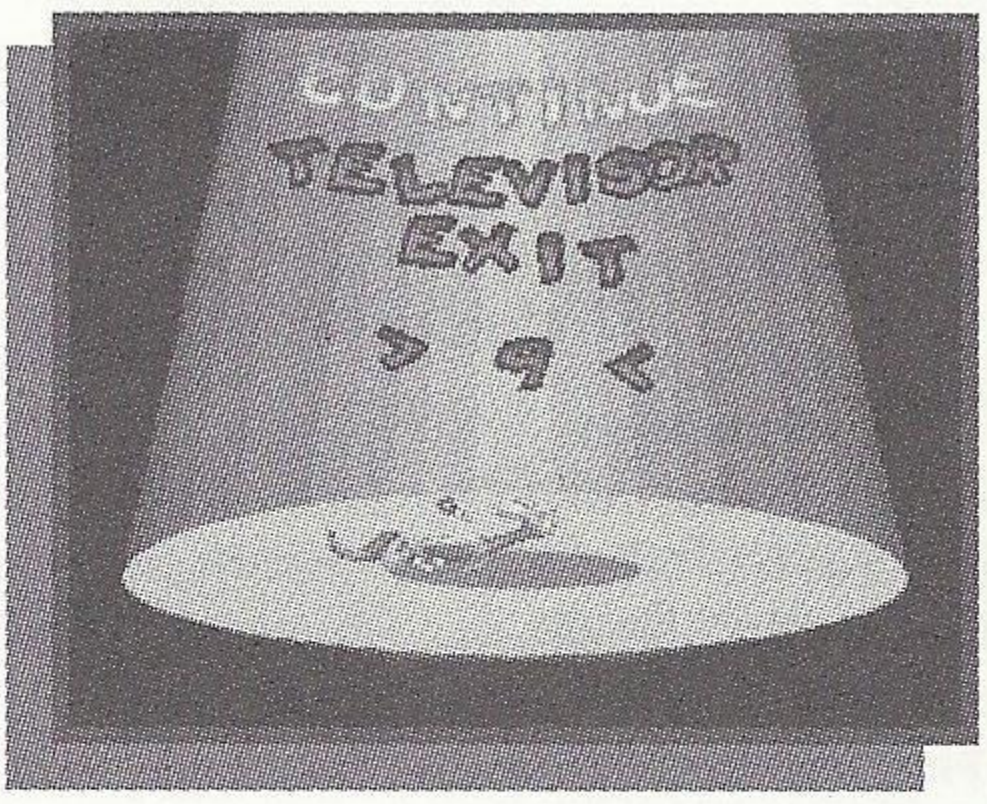
MAD AS A MARS HARE

Avoid speeding asteroids and Marvin and K9 in their space saucer!

HAREWAY TO THE STARS

Find Marvin, rescue the Illudium Pew-36 Space Modulator and switch Marvin's lasers into reverse!





GAME OVER/ CONTINUES

When Bugs is defeated with Continues remaining, you have these three choices:

1. Choose CONTINUE and press **Start** to re-enter the episode and try again.
2. Choose TELEVISOR and press **Start** to tune into a different level of the game, or retry the previous level.
3. Choose EXIT and press **Start** to display the Title screen.



CREDITS

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LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective Cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive United States warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA**.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the Cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective Cartridge to us. The cost of returning the Cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

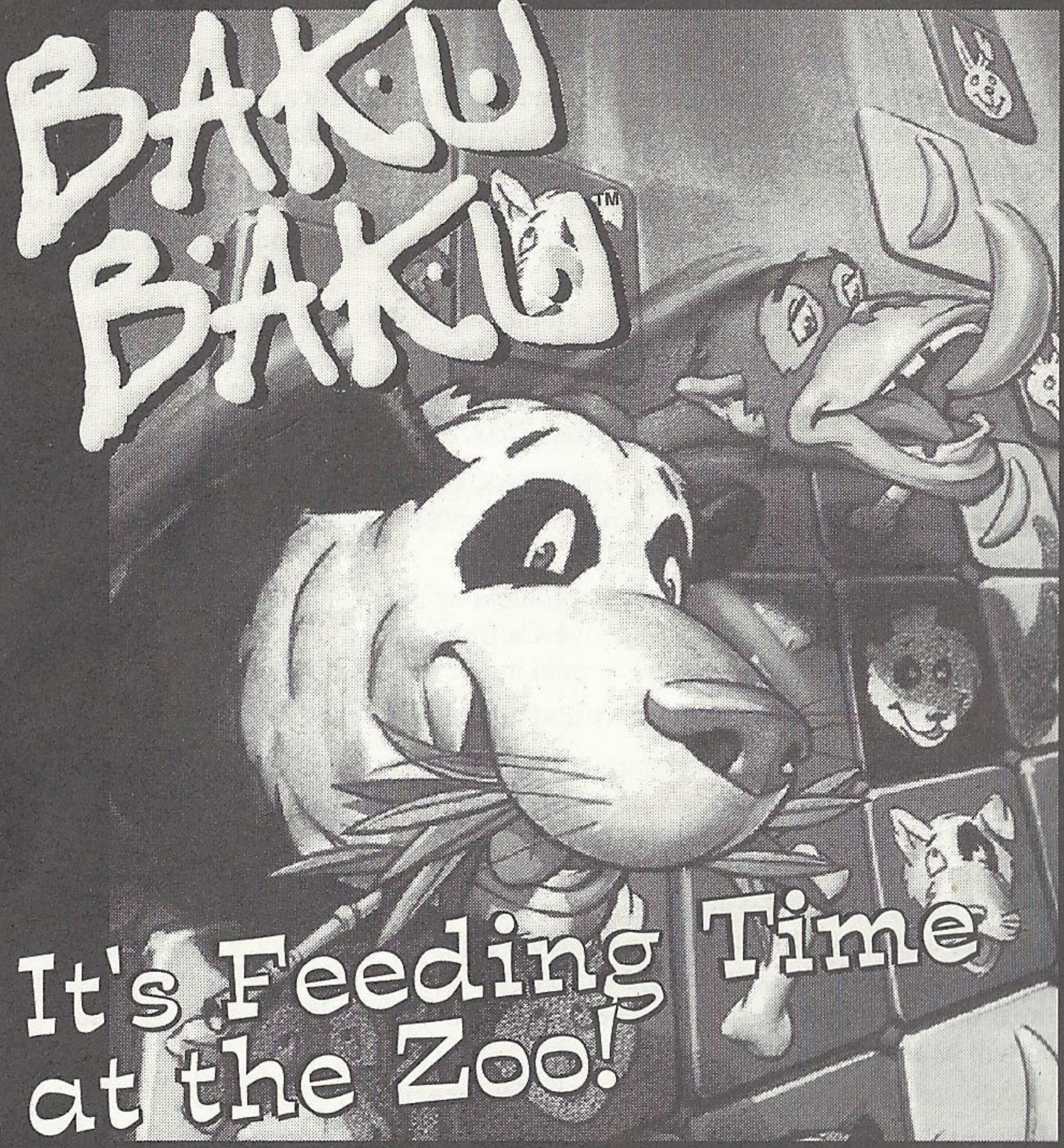
If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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