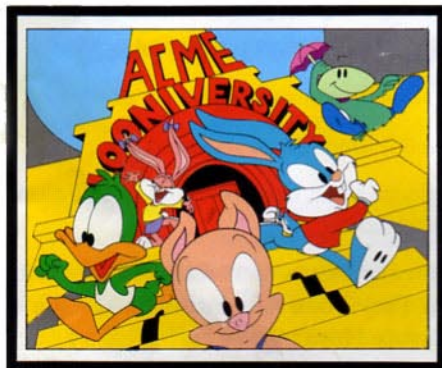


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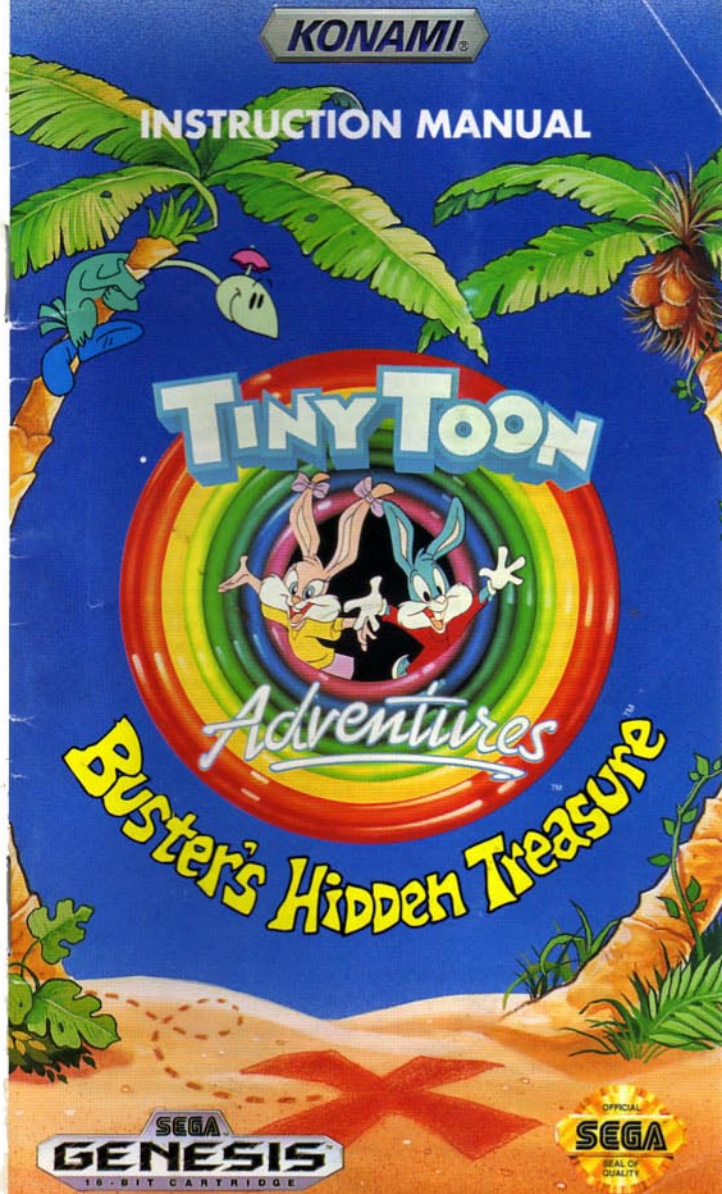
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KONAMI

INSTRUCTION MANUAL



SEGA
GENESIS
16-BIT CARTRIDGE





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Welcome...

to "Tiny Toon Adventures—Buster's Treasure Hunt" from Konami. Come and join the fun as Buster Bunny hops into action to help his friends and outwit Montana Max. To make sure we're all working from the same script, take a few minutes and look through this instruction book. It will help you understand all the things you will encounter in this totally "Toony" game for the Sega™ Genesis™.

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One day in a warehouse...

at ACME Looniversity, Buster Bunny was helping his friends do some much-needed spring cleaning. As he was sweeping behind some crates of anvils and skyrockets, Buster noticed an old piece of paper on the floor. Being a very efficient cleaner – and a very curious bunny – he picked up the paper.

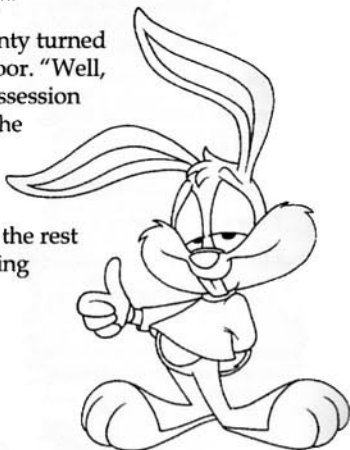
"Hmm, this looks like a map," he said aloud, "but I don't recognize this island."

Suddenly, the map was snatched from his paws.

"Let me see that," Montana Max exclaimed, having rudely taken the map from Buster. He looked it over quickly, then pronounced, "This is a treasure map, obviously, and now the treasure shall be mine – all mine!"

"Not so fast, Monty. I found the map, so it belongs to me," Buster said. "You know the saying: 'Finders, keepers.'"

With a sneer, Monty turned and ran for the door. "Well, they also say: 'possession is nine-tenths of the law', bunny, so I'm keeping the map. You'll be a floor sweeper for the rest of your little leaping life."



Shortly thereafter...

Montana Max enlisted the aide of Dr. Gene Splicer to help him. He created a special helmet that allows Monty to control the person wearing it by means of a remote control unit. Monty forced Dizzy Devil to put on the helmet first. Then he got Plucky Duck, Calamity Coyote and Hamton to put on helmets. With that task accomplished, he used the remote controls to get them to help him search for the treasure.

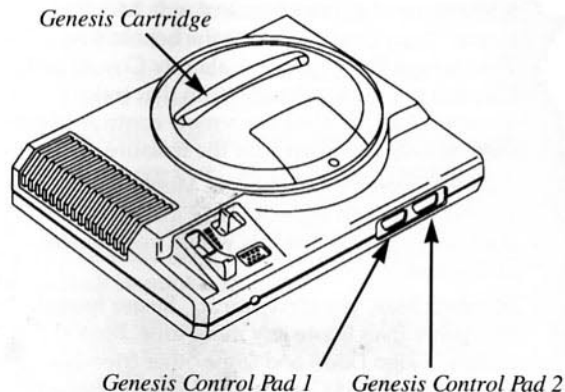
As if that weren't bad enough, Monty got Elmyra to kidnap Babs Bunny, Fifi, and Shirley the Loon, figuring that this would keep Buster off his trail.

"Montana Max, you dirty rascal," Buster fumed. But rather than waste any more time, Buster enlisted Gogo Dodo and some other friends – Sneezer, Concord Condor and Little Beeper – to help him rescue his kidnapped friends and recover the hidden treasure.



Before playing

This game is for one Buster only. Before starting to play, check to make sure the control pad is attached correctly.



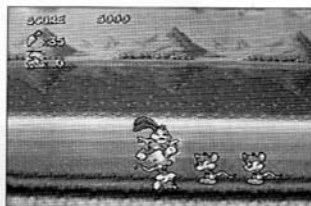
How to play

The object of the game is for Buster to find the treasure and rescue his friends. That's it, go play the game!

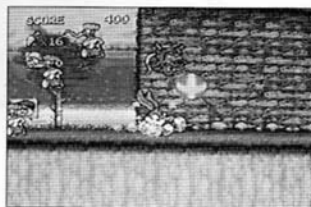
Still reading, huh? Okay, we'll tell you more. You have to defeat enemies and find the hidden exits to advance through the stages.

• You can defeat enemies three ways:

1. Jump on them — this works in almost every case, unless the enemy has a high-voltage helmet or some other device on his head.



2. Slide into them — this can be done after Buster gets going at high speeds.



3. Use a special helper — you can get Little Beeper, Concord or Sneezzy to assist you if you find a special power-up or collect enough carrots. There will be more about this later.



- There are some enemy characters that can't be defeated. Just avoid them or find a way to get past them.
- Some items can be moved (rocks, switches, barrels, etc.) so try moving them.
- Touch Gogo Dodo to have him open an exit for you.



Boss stages

After you clear several stages, you will come to a special boss stage. You will encounter Dr. Gene Splicer, who is controlling your friends with his special helmet. He is the guy you have to beat, because he has the remote control.

- Attack Dr. Splicer and defeat him to free your friends.
- Don't hit your friends — you can be hurt by the helmet's thorns.
- Once you defeat Dr. Splicer, you clear the stage and can continue.



How to operate

Buster's Energy Bar

No, it's not a new high protein snack food, it's the way Buster's power level is rated.

- Buster loses energy when hit by an enemy or a dangerous obstacle. Some obstacles will hurt Buster, some will cause him to lose all his energy hearts.
 - When Buster is out of energy hearts, he loses one life
 - When Buster loses all of his lives, the game is over
 - When the game is over, you can select CONTINUE to begin playing again from the stage at which you left off.
- You may select CONTINUE as many times as you like — up to a certain point. A little over midway through the game the CONTINUE stops working, so watch out!
- You may also select END when the game is over to quit playing or to give someone else a chance to try.

These are the settings for the control pad when you first turn on the game. You can change the settings of the control pad by selecting the OPTIONS screen before you begin playing (see page 14).

1. Direction button (D button) — Press to control Buster's movement.

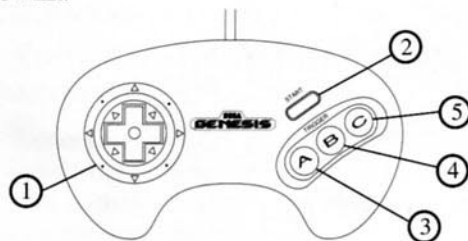
- Left/right — Move left/right; hold down to run in that direction.
- Up — Look up.
- Down — Crouch.
- Diagonal down — Crawl on all fours.

2. START button — Press to start play; during the game press to pause and unpaue.

3. A button — Use a special helper. (Details on page 17.)

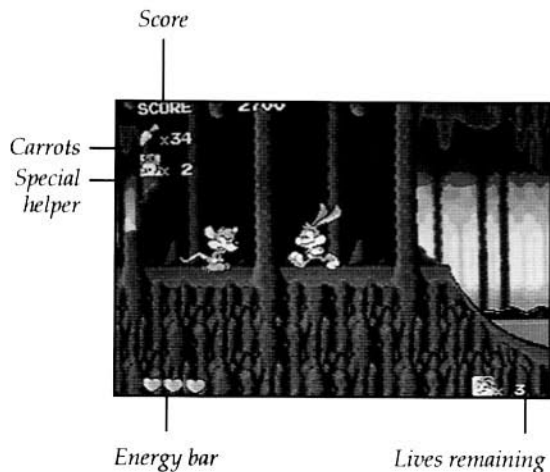
4. B button — Slide while running fast.

5. C button — Jump; underwater press to swim.



The game screen

Whether Buster is traveling on land, in the air or through the water, the screens will show you the important information you need to succeed.



Let the hunt begin!

The first thing you see when the game is turned on is the title screen. After that is the select screen. Press the **START** button to bring up the select screen. This is where you start a new game, use a password (if you have received one from a previous game) or change the options. Choose the mode you want by moving the D button up and down, then press the **START** button.

New Game

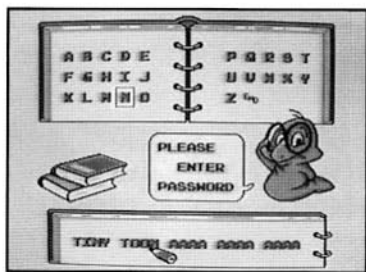
- To begin a new treasure hunt, press the **START** button (when Buster is pointing at **Start Game**).

Buster begins his journey on the map screen. Every time you clear a stage, a line will be drawn on the map. Gogo Dodo will appear at some point on the line to mark the stages. He might even be jumping around, indicating that not all exits have been cleared, because sometimes there are more than one exit.

- A red marker on the line indicates a boss character stage.
- Buster can return to any point on the map (where Gogo is) any number of times. Move Buster with the D button and press the **START** button to enter the stage.

The Password mode

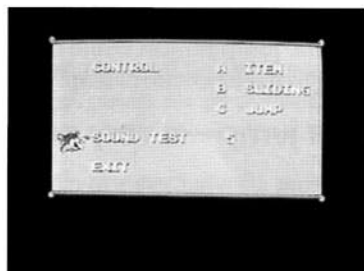
If you select **Password** at the beginning, you can use a password to return you to the beginning of a stage. You will receive a password at the end of a game when Buster's lives run out.



- To enter a password:
 1. Use the D button to select a letter
 2. Press the B button to fix a letter in place
 3. Press the A button to move the cursor to the left or the C button to move the cursor to the right.
 4. When you are done entering the password, select "END" or push the Start button to begin playing from the CONTINUE position. If you make a mistake, a buzzer sounds and you can try again.

The options are yours

Select options to change the control pad configuration or to listen to some of the game music.



- Control—Choose the functions of the A, B and C buttons by pressing left or right on the D button.
- Sound—Choose the tune you like by pressing left or right on the D button, then press A, B or C to listen.
- Exit—When you are done making changes, choose EXIT and press A, B or C to return to the select screen.
- You can use the Start button at anytime to go from the option screen to the title screen.

Cool moves & special items

Buster—being one very athletic bunny—can build up his speed quickly. If you press the D button left or right, he starts walking. The longer you hold the button, the faster he walks. Before you know it, he will be zipping along at high speed.

- Press the jump button while Buster is running to get a powerful leap!

The super jump—a very neat move

This feature allows Buster to climb walls by jumping from wall to wall. Here is how it works:

1. With Buster facing a wall, press the D button toward the wall, then press the jump button. (Keep the D button pressed toward the wall!)
2. When Buster's feet touch the wall, he'll brace himself for another jump. Press the jump button again with the D button pressed toward the wall.
3. Once Buster pushes off the wall, you can press the D button in the direction you want to leap.

Collector's items

Here is the low down on the special items Buster can find along the way:

- Carrots—The number of carrots collected can earn additional bonuses. If you collect 50 carrots, you earn a special helper bonus. You earn points for all unused carrots.



- Heart—one energy unit is restored.



- Bell—the energy meter is increased by one heart (up to a maximum of five hearts).



- Crystal—provides invincibility for a limited time.



- Buster Bunny marker—adds one life.



- Special helper markers—adds one use of Buster's friends: either Little Beeper, Concord Condor or Sneezer. (See the next page for more information.)

The cast is assembled

Friends you can count on

To get special help from Buster's "Toony" friends, press the A button. The appropriate friend will come on to the screen and clear away the enemies!

- Little Beeper – he zips across the screen so fast that he wipes out the bad guys!



- Concord Condor – he flies across the screen and drops a big weight onto the ground. This shakes up the screen and makes all the enemies go away.



- Sneezer – Floating in on a bunch of balloons, this little guy unleashes a sneeze that blows away (really!) all the foes. The power of his sneeze also sends him sailing away in the other direction!



Buster Bunny



*Babs Bunny
(no relation)*



Hamton



Plucky Duck



Dizzy Devil



Gogo Dodo

Password diary



Concord Condor



Shirley the Loon



Fifi



Sneezer



Little Beeper



Calamity Coyote



Montana Max



Elmyra

Here is a place to write down the passwords you learn during the game. Keep this handy so you can get back to the hunt without starting over from the beginning every time.

Level:

Code:

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears to be a standard notebook or worksheet page.

Handling your cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on Large-screen projection televisions.

Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this game and all the fine Konami products.

Konami Game Hint & Tip Line:

1-900-896-HINT (4468)

- 70¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling

If you experience technical problems with your **Tiny Toon Adventures™ – Buster's Treasure Hunt™** game cartridge, try our Warranty Services number (708) 215-5111.

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