"That's all Folks!"™

LOONEY TUNES™

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SEGA

LOONEY TUNES™
SPACE RACE™

Dreamcast.

ACME

INFOGRAMES

INTERACTIVE ENTERTAINMENT™

T-15116N

WARNINGS, READ BEFORE USING YOUR SEGA DREAMCAST™ VIDEO GAME SYSTEM

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

• Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
• Do not play if you are tired or have not had much sleep.
• Make sure that the room in which you are playing has all the lights on and is well lit.
• Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

• Before removing disc, be sure it has stopped spinning.
• The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
• Do not allow fingerprints or dirt on either side of the disc.
• Avoid bending the disc. Do not touch, smudge or scratch its surface.
• Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
• Do not write on or apply anything to either side of the disc.
• Store the disc in its original case and do not expose it to high temperature and humidity.
• Do not leave the disc in direct sunlight or near a radiator or other source of heat.
• Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene or paint thinner to clean disc.
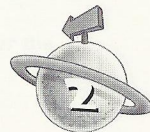
PROJECTION TELEVISION WARNING

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.

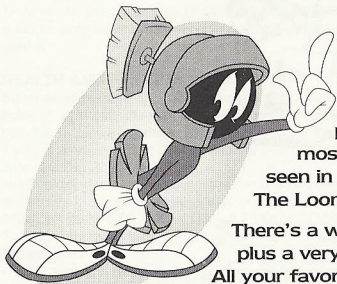## SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

LOONEY TUNES™ SPACE RACE™

CONTENTS

WELCOME TO THE ULTIMATE RACE IN THE GALAXY

Step astride your rocket-powered space racer and hold on tight, because you're about to go for the ride of your life. ACME™ Corporation, manufacturer of the universe's most sought after products, has just announced it's sponsoring the most spectacular and prestigious series of races ever seen in this, or any other, galaxy: The Looney Tunes™ Space Race!

There's a whole host of prizes up for grabs along the way, plus a very special Grand Prize for the overall series winner. All your favorite Looney Tunes stars are getting revved up to race in this crazy, no-holds-barred, winner-takes-all contest that spans the galaxy and back again!

With stakes this high, everybody wants to come out on top. The racers are frantically tinkering with their vehicles and getting in some heavy-duty gag playing practice before the big event, to give themselves the best possible chance of nabbing that elusive grand prize.

And what a prize it is. In their infinite wisdom, those reclusive, invisible geniuses at ACME have pulled out all the stops this time. The Grand Champion of the Looney Tunes Space Race will receive not one prize, not ten prizes, not one hundred prizes, but a LIFETIME'S supply of ACME products!

With so much on the line, the racers are leaving nothing to chance. All's fair in love and racing and there's little love lost between these guys, so stock up on ACME gags and traps and get ready to rocket…

GETTING READY

Before firing up LOONEY TUNES SPACE RACE, please read the following information about your SEGA DREAMCAST™ VIDEO GAME SYSTEM.

- Install your Sega Dreamcast™ according to the instructions in the User's Manual.
- Be sure your Sega Dreamcast™ is switched OFF.
- Connect your Sega Dreamcast™ Controller(s). (Up to four people can play.)
- If you have a memory card, insert it into one of the controllers.
- Press the Open Button to open the Disc Door.
- Press the LOONEY TUNES SPACE RACE DISC down (label side up) until it clicks into place.
- Manually press the Disc Door shut until it locks in place.
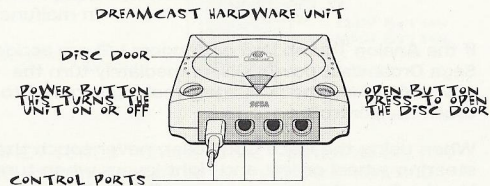- Press the Power Button to turn ON the power.

STARTING THE GAME

Once the Sega Dreamcast™ logo has been displayed, select your language.

Once you've done that, it's time for a transmission from the ACME News Network, with your hosts, Foghorn Leghorn™ and Lola Bunny™! (You can skip this introduction by pressing the Start Button.)

After Foghorn and Lola's introduction you'll be taken to the LOONEY TUNE™ SPACE RACE™ Title Screen. Press the Start Button to go to the Load Game screen. You're on your way to the race!

DREAMCAST HARDWARE UNIT

DISC DOOR

POWER BUTTON THIS TURNS THE UNIT ON OR OFF

OPEN BUTTON PRESS TO OPEN THE DISC DOOR
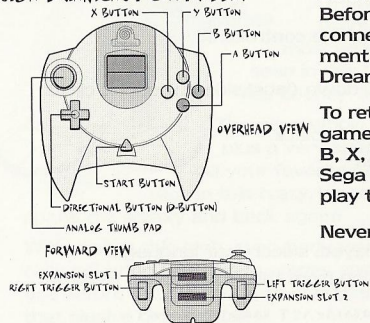
CONTROL PORTS

USING MENU SCREENS

Maneuver through the menu screens and highlight options by using either the Analog Thumb Pad or the D-Button. To confirm each choice, press the A Button. Press the B Button to cancel a selection and return to the previous screen.
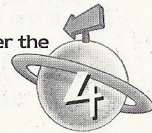
CONTROLS

Since LOONEY TUNES SPACE RACE is not just about who's the fastest but equally about who can pull the best gags, you'll need to be able to handle A LOT at the same time if you plan to stay on course, let alone win the race. Here are the basics to know before you hit the road.

SEGA DREAMCAST CONTROLLER

X BUTTON — Y BUTTON
B BUTTON
A BUTTON
OVERHEAD VIEW
START BUTTON
DIRECTIONAL BUTTON (D-BUTTON)
ANALOG THUMB PAD

FORWARD VIEW
EXPANSION SLOT 1
RIGHT TRIGGER BUTTON
LEFT TRIGGER BUTTON
EXPANSION SLOT 2

LOONEY TUNES SPACE RACE is a 4-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

To return to the Title Screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast™ to reset the software and display the Title Screen.

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction."

If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

When using the Race Controller, never touch the steering wheel or left and right levers when turning the Sega Dreamcast power ON. Doing so may disrupt the initialization procedure and result in malfunction if readjustment is not properly carried out via the Options menu.

If the handle or levers are accidentally moved while turning the power ON, immediately turn the power OFF and ON again making sure not to touch the Race Controller.

RACE CONTROLLER

FRONT VIEW
STEERING WHEEL
– BUTTON
+ BUTTON
B BUTTON
A BUTTON
START BUTTON

REAR VIEW
R LEVER
L LEVER
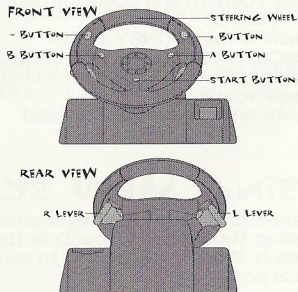
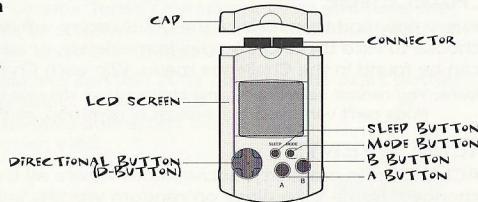| IN-GAME CONTROLS	MENU CONTROLS
Start Button – Pause	Start Button – Cancel/Skip Cinema (FMV)
Right Trigger – Accelerate	Right Trigger – Not Used
Left Trigger – Brake	Left Trigger – Not Used
Analog Thumb Pad – Steer Left & Right	Analog Thumb Pad – Move Focus
D-Button – Change View	D-Button – Move Focus
A Button – Use Gag	A Button – Select/Accept
B Button – Turbo	B Button – allows you to go
X Button – Discard Gag	"BACK" out to previous menus
Y Button – Rear View	X Button – Not Used
	Y Button – Not Used

CHOOSE YOUR GAME

You can use a VMU to save your progress through LOONEY TUNES™ SPACE RACE™. When the game starts, you will be taken to the Select a VMU screen. Choose the VMU that you would like to use to save your game. You need at least seven free blocks of memory on your VMU.

NEW GAME
If you have no saved games on your VMU, you will be prompted to enter your name. All of your ACME Tokens, tracks, lap times and other goodies will be kept under this name. Each VMU can hold up to three separate saved games. Once you have entered your name you'll be taken to the Main Menu.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

CAP
CONNECTOR
LCD SCREEN
SLEEP BUTTON
MODE BUTTON
B BUTTON
DIRECTIONAL BUTTON (D-BUTTON)
A BUTTON

LOAD GAME
If you already have one or more LOONEY TUNES™ SPACE RACE™ games saved, you can select one now. Once you confirm your choice you'll be taken to the Main Menu.

SAVE GAME
You never have to save your game manually while you are playing – this will happen automatically. At these times a message will be displayed to tell you that the game is saving.

IMPORTANT
Whenever you are loading or saving a game, you must not turn the Sega Dreamcast™ power OFF, or insert or remove VMUs or Controllers.
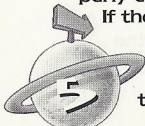
RACE MODES

RACE

This is the main mode of LOONEY TUNES™ SPACE RACE™. Choose your racer, choose your track, and get into it! Winning your way through Race mode will open up new tracks in the game. Plus, the first time you win each track, you will receive ACME Tokens which you can use to buy access to ACME Events!

TIME TRIAL

This is a practice mode for you to race by yourself to learn each track. The tracks available are the ones you have earned in Race mode in addition to the three tracks available at the beginning of the game. However, as an added bonus, if you can beat Marvin's best lap time for each track, you will win ACME Tokens! You can choose between 3 laps and infinite laps for your trial.

CHALLENGE

Every now and then, one of the other racers will issue a challenge to you! You can choose to race these challenges immediately, or save them for later. Challenges can be found in the Challenge menu. Win each Challenge to earn ACME Tokens!

Note: You cannot select the same character as the one who issued the challenge. Bugs can't very well race against himself now, can he?

ACME EVENTS

ACME Events are crazy, secret races where all the rules are changed! Some take place on random worlds, some take place on specific worlds. (Play them over again to see the difference!) Plus, the first time you win each ACME Event, you'll get a special reward!

You'll find ACME Events hidden inside red crates on the Select Event screen. Each costs a certain number of ACME Tokens to open. Once you pay the price in ACME Tokens, the crate turns green, and you now have access to that event. If you don't have enough tokens yet, you can earn them by winning races in Race, Time Trial and Challenge modes.
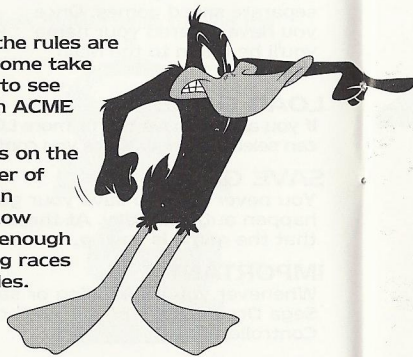
MULTIPLAYER

In this mode you can battle it out with your friends in the craziest racing game going! Up to four people can play at the same time. You can race on any track which you have opened via Race mode. There are also three tracks available by default in Multiplayer mode.

Multiplayer races can be 3, 5 or 7 laps long – the choice is yours! You can also decide whether or not to include Extra Racers – these will be computer-controlled racers, just to add to the cartoony mayhem.

READY, SET, GO!

Once you've selected your Race Mode, you're on the way to the starting grid. But first, you need to decide who and where!

CHOOSING YOUR RACER

Press left and right with the Analog Thumb Pad or Directional Button on the Select Racer screen to see the Looney Tunes characters. Once you have the guy for you, press the A Button to confirm. If you change your mind, you can always press the B Button to go back and choose again.

For Multiplayer games, other players can join in by pressing the Start Button on their Controller while on the select racer screen. Be quick if you want to get your favorite character! Every player must confirm their selection with the A Button.

CHOOSING YOUR TRACK

Press Directional Button Right and Left on the Select Track screen to see the available tracks. Note that some worlds have two different tracks on them. When you are ready, press the A Button to go to the Loading Screen and start the race.

Note: Certain ACME Events and Challenges take place on special tracks. You don't need to choose the track in these cases, the game will load automatically.
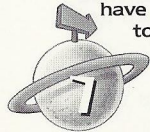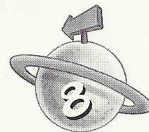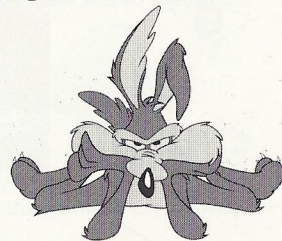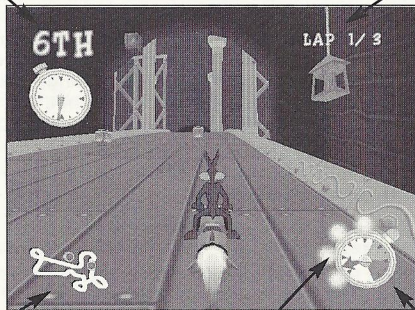
NOW LOADING...

Sit back and relax while the game loads. Sometimes the Loading Screen displays hints about the coming race. Once you're on the track, be ready to accelerate as soon as Tweety™ says "On your marks, Get set, Go!"
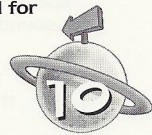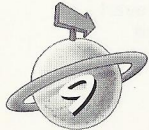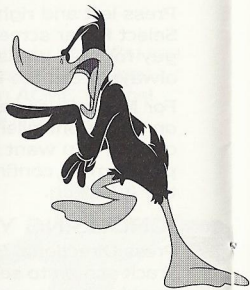
ON THE TRACK

RACE POSITION

NUMBER OF LAPS

6TH

LAP 1 / 3

COURSE MAP

TURBO LIGHTS

SPEEDOMETER

IN-GAME MENU

If the Space Racers are starting to freak out your senses and you need an ACME break, pause the game by pressing the Start Button. You'll see the In-Game Menu on screen, from which you can choose the following options:

RESUME

Cancels the pause and drops you right back into the thick of the action, just where you left it.

RESTART

Stops the current race and takes you back to the starting line to start all over again.

QUIT

Quits the race completely and takes you back to the Main Menu.

AFTER THE RACE

The fun doesn't stop when the race is over!

CONTINUE When you win a single player race, this will take you to the next available unbeaten track. Continue only appears if you win.

CHANGE RACER to select a new character before you race again

WATCH REPLAY This shows all the thrills and spills from the previous race, from different camera angles. Pressing the Start Button during the Replay gives you the options of Resume, Restart and Quit - these work just the same as the normal in-game pause.

RACE AGAIN This option slaps you right back on the starting grid for another try on the same track.

QUIT

THE PODIUM

If you finish in the Top Three, you'll see yourself on the winner's podium! (If you tire of glory and adulation, you can press the A Button to skip this sequence.)

CONGRATULATIONS

If you managed to win any goodies, you'll see them displayed on this screen. When you're done gloating, press the A Button to continue.

OPTIONS MENU

The following Options are available to enhance your LOONEY TUNES SPACE RACE experience!

CONTROLS

LOONEY TUNES SPACE RACE supports the standard Sega Dreamcast™ Controller, the Racing Controller and the Mad Catz Dream Wheel™. (The Jump Pack is also supported, if you want to add some kick to your racing action!).

Two setups are supplied for each controller type. Press left and right to choose your controller and select Setup A or Setup B, and press up and down to change to a different player's control setup for multiplayer games.

AUDIO

Press left and right to adjust the volume from 0 to 10 for MUSIC (turn it up or down depending on whether you're a kid or their mom and dad), EFFECTS (if you like your boom booms to shake the room) and SPEECH (Eh? Can't you speak up a bit?) You can also select MONO/STEREO (depending on your TV's sound output or on how many ears you've got).

LOAD

Use this option to Load a different saved game. First make sure that the VMU you want is plugged into a controller.

SEGA DREAMCAST JUMP PACK™
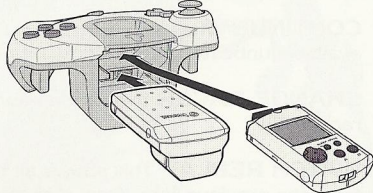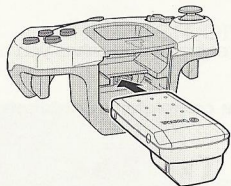
RECORDS

The top six lap times for each track are recorded here! Press up and down to change the display between Race and Time Trial records, and press left and right to swap between the available tracks.

GALLERY

As you win ACME Events, you will uncover secret behind-the-scenes goodies in the Gallery. What sort of goodies, you ask? You'll just have to wait until you win to find out. Trust us, it's cool!

CHEATS

It would be wrong to say there were ways of cheating in LOONEY TUNES™ SPACE RACE™. Good heavens! Very, very wrong.

But just in case there were cheats, you would enter the Cheat codes on this screen. Not that we are suggesting that you do. Goodness, no.

Note: If you use any Cheats you will not be able to save your game for the remainder of that session. Hey, that would be cheating! To clear the Cheats, switch your Sega Dreamcast™ OFF and then ON.

THE LOONEY TUNES™ RACERS

Only the best make it to pole position in the Space Race, and these are the most skilled racers (and tricksters) around.

BUGS BUNNY™ AND HIS CARROT RACER
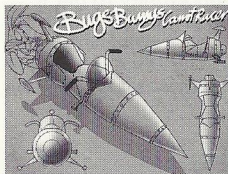
The main man, the head cheese, the wascalliest wabbit of all, Bugs is out to prove once and for all that he is the greatest Looney Tunes™ racer that ever strapped himself to a rocket powered space vehicle. And this time, he'll remember to take that left turn at Albuquerque!

Bugs rides a custom-built EYV-88 rocket-powered Carrot Racer.
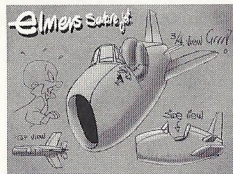
11

12
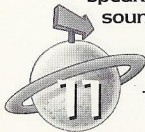
DAFFY DUCK™ AND HIS HOVER-SHIP
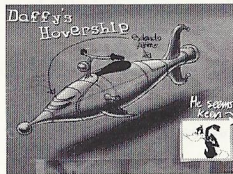
So that despicable rabbit thinks it's a cinch to win this race, does he? Well this black duck has a few tricks up his sleeve that might just fix Bugs' little red wagon...

Daffy pilots a scaled-down version of the Martian Maggot™. How he got the ship designs from Marvin The Martian™ we may never know...

ELMER FUDD™ AND HIS SABRE JET

Those wascally cwitters have been having fun at Elmer's expense for far too long, so now it's payback time. He's traded his hunting gear for a space racer and is raring to go! tired of being given the 'run around' by those pesky cwitters, Elmer's pulling out all the stops to win on his heavily-customized Sabre Jet-bike.

SYLVESTER™ AND HIS ROCKET SCOOTER
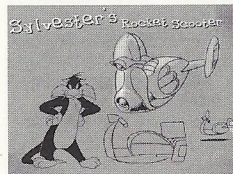
This slick putty tat has his heart set on the ACME prize, and will use any available opportunity to get it. Considering some of the crazy things he's tried over the years, strapping himself into a Space Racer™ for a high speed blast through the cosmos seems thhhhhe rapeutic! Ever the cool cat, Sylvester rides a cosmopolitan hover-style rocket scooter.
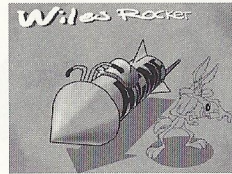
YOSEMITE SAM™ AND HIS HOVER-CHOPPER
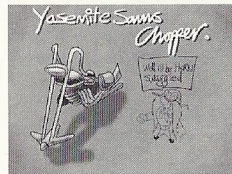
The hootenist, tootenist, shootenist, bob-tailed wildcat in the West. Sam's volatile personality, combined with his natural dislike of the other racers makes him a natural for a place on the starting grid.

Always the wild one, Sam rides a specially chopped hover-hog.

WILE E. COYOTE™ and HIS ACME ROCKET

After all those years chasing the Road Runner™, Wile E. Coyote, Super Genius, has more racing experience than all the rest of the Looney Tunes™ put together, making him a strong contender for honors at the finish line.
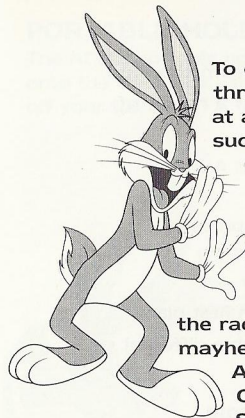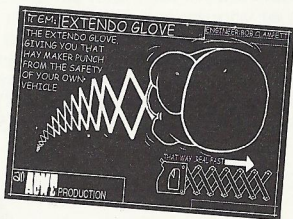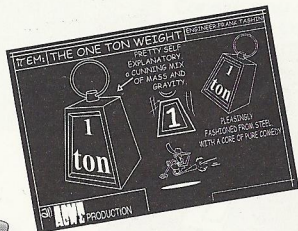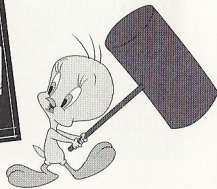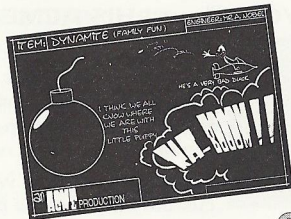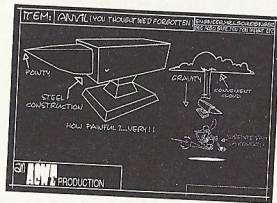
Straight from those wacky geniuses at ACME, Wile E.'s custom-built racer is based around one of his all-time favorite devices.
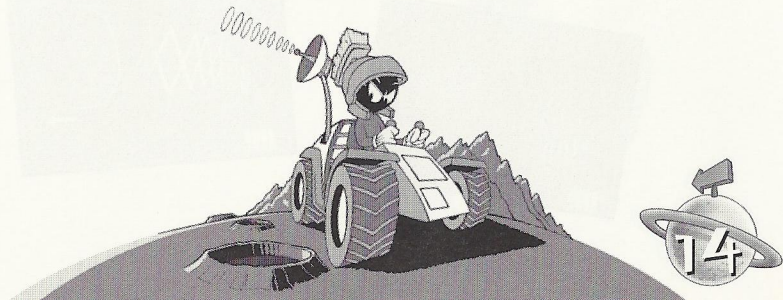
THE ACME GAGS

It wouldn't be a real ACME event unless there were plenty of gags and surprises all the way to the finish line!

Throughout the race you'll find ACME crates scattered everywhere. Each crate carries a different gag, but you won't know what you have until you pick it up.

ITEM: ANVIL (YOU THOUGHT WE'D FORGOTTEN)

POINTY
STEEL CONSTRUCTION
HOW PAINFUL, I...VER!!!
GRAVITY
A PERMANENT CLOUD

ITEM: DYNAMITE (FAMILY FUN)

I THINK WE ALL KNOW WHERE WE ARE WITH THIS LITTLE THING
HE'S A VERY BAD BUNNY
KA-WOW!!!

ITEM: THE ONE TON WEIGHT
PRETTY SELF EXPLANATORY, A CUNNING MIX OF MASS AND GRAVITY.
1 ton
PLEASINGLY FASHIONED FROM STEEL WITH A CORE OF PURE COMEDY!

ITEM: EXTENDO GLOVE
THE EXTENDO GLOVE GIVING YOU THAT HAY MAKER PUNCH FROM THE SAFETY OF YOUR OWN VEHICLE
THAT WAY SEAT AGE

To collect an ACME Crate, just run your vehicle through it. Each racer can only carry a single gag at any one time, and you'll know when you've successfully collected one because your character on-screen will be seen actually holding it as they drive along!

To activate a gag, just press the A Button. To discard a gag to pick up another one, press the X-Button.

Gag playing is the key to your winning or losing the race. Splatter, pulverize, squash, and generally create mayhem for your fellow opponents. After all, there can be only ONE WINNER! Sock it to 'em, Racer!

IMPORTANT NOTE:

Racers cannot play gags while using turbo, as they need both hands firmly on the handlebars just to stay on!
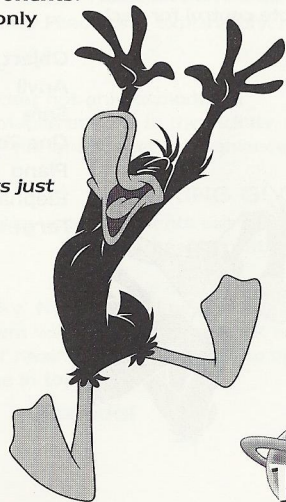
HEAVY OBJECTS

Watch out, in Space Race™ almost anything can fall from the sky!

There are five different heavy objects gags, coming in a range of fun-filled shapes and sizes:

- Anvil – The classic show (and racer!) stopper.
- The Safe – Show me the money!
- The One-Ton Weight – Guaranteed to make a lasting impression…
- The Piano – A musical smash hit!
- The Elephant – You'll believe that elephants can fly.
  This radar-guided gag automatically targets the racer in first place.

Each heavy object gag is activated via remote control, with a different color remote control for each:

Object	Remote
Anvil	Green
Safe	Yellow
One Ton Weight	Red
Piano	Blue
Elephant*	Radar

Targets racer in first place only.

PORTABLE HOLE

The ACME portable hole becomes an instant road hazard when dropped onto the track. It's especially handy for keeping those other pesky characters off your tail!

ACME BOMB

A classic cartoon standby, the ACME bomb can be hazardous to a racer's health. Helpful Hint#427: Throw it before the fuse burns down to nothing, or else!

INSTANT STORMS

This storm-in-a-can sprays a thundercloud onto your nearest opponent, usually with shocking results!

DISINTEGRATOR PISTOL

It's the XB-37 Disintegrator Pistol – self explanatory, really!

KABLOOEY ROCKETS

ACME's 'Kablooey' model rocket not only explodes in a spectacular blast which damages anyone in the vicinity, but also features advanced homing capabilities for 'fire and forget' convenience!

BOXING GLOVE

Mounted on a super-extendo spring, knocking your opponents out has never been so satisfying!

FOUR LEAF CLOVER

This gag makes the racer who activates it 'lucky' for a short time. During this period, any gags targeted upon them will miss or fail to work as intended, plus you can safely collide with other racers and cause them to spin out! Being lucky also gives you a small increase in top speed.

Woohoo!
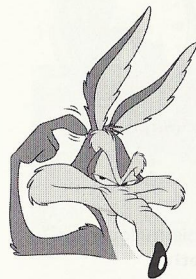
TURBO BOOST

The Turbo Boost is represented on screen by the five light bulbs on top of the speedometer and is activated by pressing the B Button on the Sega Dreamcast™ controller.

Each of the light bulbs represents a single canister of Turbo Boost fuel, lighting up whenever a fuel pickup is run over. Collect five of these babies and you'll have a Turbo Boost at your disposal, just make sure you hold on tight!

Important note: Once you have collected five turbo pickups, you cannot collect any more until you use the Turbo Boost now at your disposal.
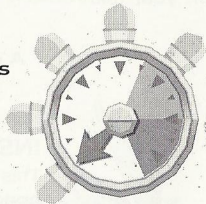
THE WORLDS OF THE GALAXY

After choosing your Looney Tunes Racer for the biggest race this milloonium™, zip through the solar system and choose your destination planet!
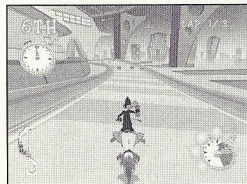
OFFWORLD CITY LIMITS

A floating city way, WAY above any clouds, Off World City is the metropolis of the future. (Well...it's the 1950s metropolis of the future, anyway!). From 70,000 storey buildings to rocket-car traffic jams, it looks like we're in for a truly Looney Tunes future.

WILD WEST QUADRANT

The Old West collides with the space age in Wild West Quadrant. While you're racing through here, be sure to check out the scenic delights of the ol' Boot Hill graveyard, or maybe even strike it lucky in the crystal mines. Just keep an eye out for those buzzards!
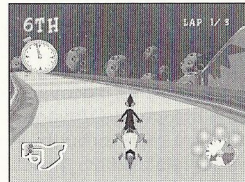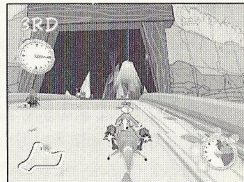
THE ASTEROID BELT

Some people think you'd have to be crazy to hold a race in an asteroid field. But then, some people just don't have what it takes to be in the running for the ACME Grand Prize!
Still, it's probably a good thing all the competitors are cartoon characters!

PLANET ACME

Planet ACME is an entirely artificial world where the ACME Corporation creates all their devices before shipping them to Earth and beyond. What came first, ACME on Earth or the planet that makes ACME products? You be the judge – it's like working out what came first, the Road Runner or the egg.
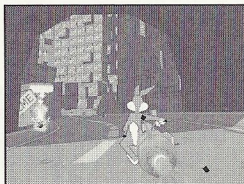
THE NEBULA

One of the most enigmatic places in the Galaxy, the Nebula exerts a strange hold over all who come within its hazy borders. Broken spacecraft and other space junk always seems to end up here, providing raw materials for the gigantic scrap-collecting ships which have taken up residence.
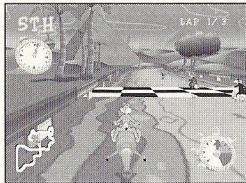
THE PYRAMIDS OF MARS

Ever wondered what secrets lie upon the fabled Red Planet? In the Pyramids of Mars, racers may discover the true creators of the mysterious structures Voyager photographed from space. Tracks here race through winding temple corridors, rocky canyons and even the mighty Space Sphinx!

GALACTORAMA PARK

Galactorama Park is the most amazing theme park ever created, being spread across an entire planet. A favorite holiday destination for Instant Martians™, bizarre buildings and colorful rides are the norm here, with the race tracks winding their way around and through the colorful chaos!
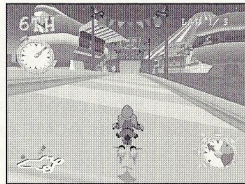
FOGHORN'S RACING TIPS

- Ah-say think before using your Turbo Boosts! Long straights and shallow corners are your best bet, unless you like the feeling of free-fall!

- If you want to get the best out of your vehicle, try pushing forward on the Analog Thumb Pad to tilt the nose of your vehicle down and get a little extra speed. Similarly, pulling back on the Analog Thumb Pad to bring the nose up when going into tight corners will give you an edge whenever sudden braking is required.

- Rather than ditching unwanted gags, just fire 'em off. You never know when you might hit something!

- Try to get alongside your target before using the Boxing Glove. Otherwise, you might just give your opponent an extra speed boost.

- Last–moment dodging and turbo boosting will sometimes shake off pesky heavy objects.

- Make the most of four-leaf clovers. When you're feeling lucky, try to collide with as many opponents as possible for maximum effect!

Well racer, that's about all you need to know. **Time to ignite your engine and get ready to GO!**
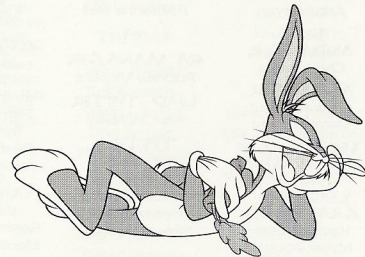
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