

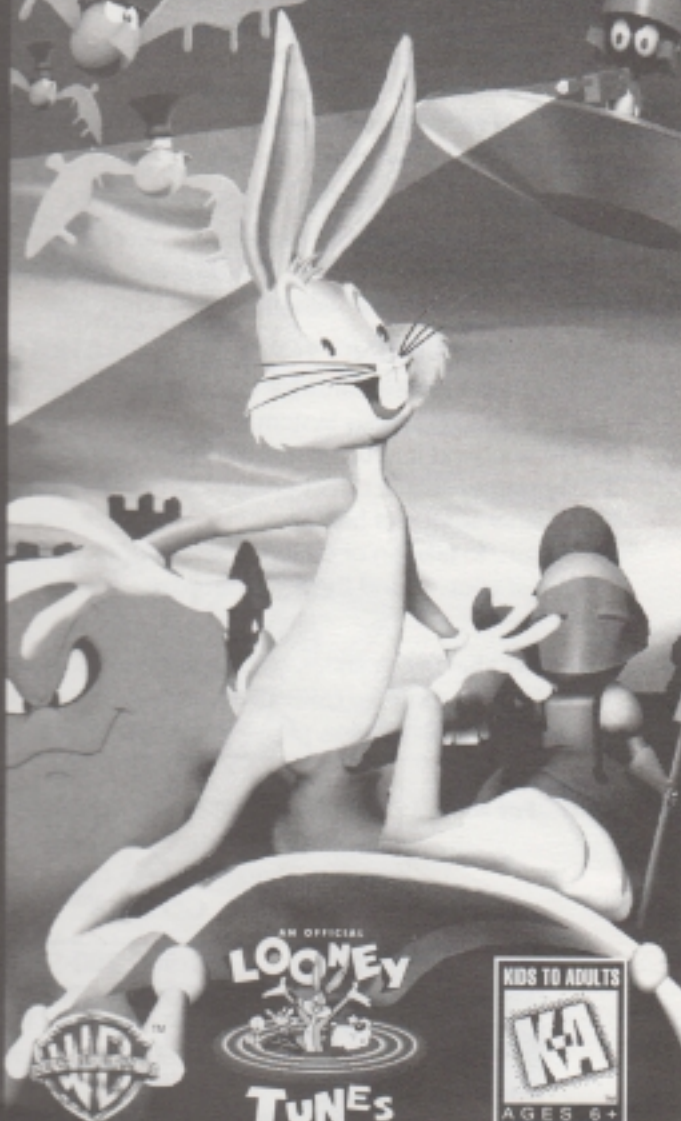
SEGA®

Bugs Bunny
in

DOUBLE TROUBLE

GENESIS®

INSTRUCTION MANUAL



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

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.**

WARNING TO OWNERS OF PROJECTION TVS

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.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on 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 break during extended play, to rest yourself and the Sega 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>

email: webmaster@sega.com

CompuServe: GO SEGA

1-900-200-SEGA



1-900-200-SEGA
Learn SEGA game secrets
from the masters. Call now.

U.S.: 1-900-200-SEGA \$ 95/min. (recorded), \$1.50/min.
(live). Must be 18 or have parental permission.
TTD phone required. Sega of America
Canada: 1-900-451-5252 U.S. \$1.50/min (recorded/live)

CONTENTS



Castle Dementia	2
Setting Up	4
Options	5
Tuning In on the Televisor	6
Controls	7
Bugs' Cool Moves	8
The Game Screen	10
Special Items	11
Looney Tunes Time!	13
Bugs' Bonus Level	19
Game Over/Continues	19
Credits	20





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 scientist 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 lies 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 in sneakers lurches out of the shadows. He makes a grab for Bugs, but Bugs takes off, barely escaping Gossamer's clutches.

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

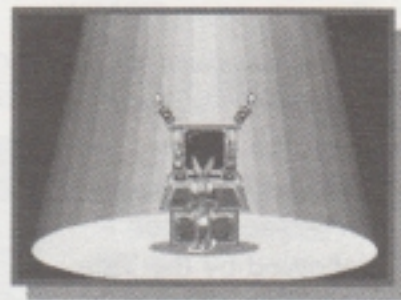
THUD! The door slams shut. Bugs is in a brightly lit room. In the middle of the floor is a clanking, cranking, buzzing, large green machine. It's the professor's secret Televisor!

"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 to other worlds!

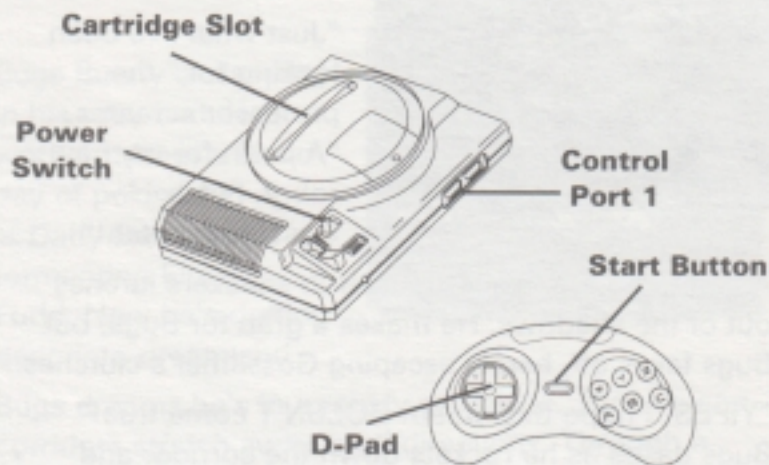
Watch out, Bugs! That "TV" is about to transport you on a high-speed, hare-raising adventure!

Hang on to your rabbit ears as AWAAAAY you go!





SETTING UP



1. Set up your Genesis System and plug a controller into control port 1.
2. Make sure the power switch is turned OFF.
3. Insert the game cartridge into the cartridge slot. Press it down FIRMLY.

Note: Always turn the power OFF before inserting or removing a game cartridge.

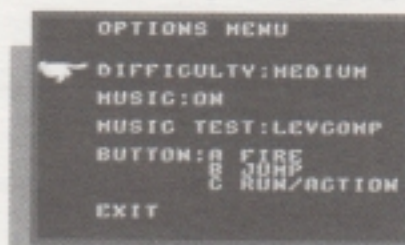
4. Turn the power switch ON. The Sega logo appears, followed by the Title screen and game demos.

*Note: Press the **Start** button during a demo to display the Title screen.*

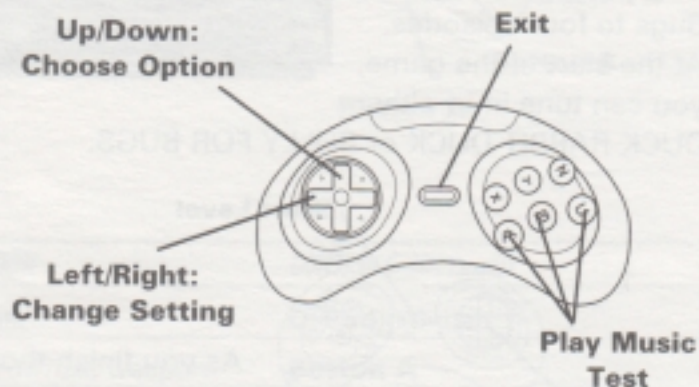


5. At the Title screen, press the **Start** button on the controller to begin the game.

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

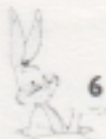
MUSIC TEST

Sample individual music tracks.

BUTTON

Choose your favorite button control settings by pressing the D-Pad left or right. The default settings are:

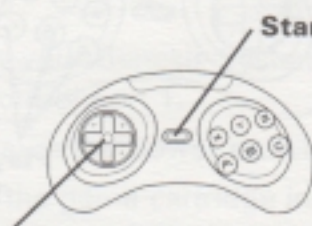
- A - Fire**
- B - Jump**
- C - Run/Action**



TUNING IN ON THE TELEVISOR

Your goal is to guide Bugs safely through eight nightmare cartoon episodes.

The Televisor transports Bugs to four episodes. At the start of the game, you can tune in to either **DUCK RABBIT DUCK** or **BULLY FOR BUGS**.



Start Level

**Left/Right:
Change Channel**

KNIGHTY-KNIGHT BUGS and **HARE-ABIAN NIGHTS**,

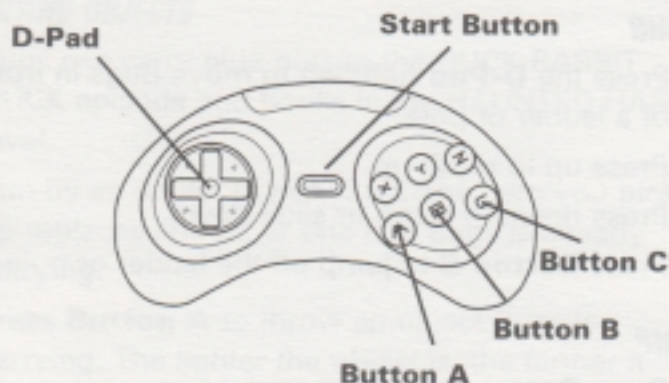
As you finish those two episodes, the next two levels,

become available. After completing the first four episodes, you'll automatically enter the last four, one after the other.

Each episode has a special task Bugs must accomplish. Some levels have time limits. Watch out for the bad guys who are trying to stop Bugs!

Bugs can jump on bad guys' heads. He can throw carrots and collect plenty of special items. He can also run with a lightning-fast dash. Be careful! If Bugs makes too many dash moves, he gets tired and his tongue hangs out!

CONTROLS



<i>ACTION</i>	<i>CONTROLS (default)</i>
Walk	D-Pad right/left
Throw/use weapon	Button A
Hop/jump	Button B
Giant running jump	D-Pad right/left + Button C , then Button B
Run/action	Button C
Flip switches	Button C
Tease Daffy or sprint	D-Pad right/left + Button C
Climb up	D-Pad up on a ladder/pole
Descend/slide down	D-Pad down on a ladder/pole
Crouch	D-Pad down



BUGS' COOL MOVES

ON THE TELEVISION

CLIMB

- Press the **D-Pad** right/left to move Bugs in front of a ladder or pole.
- Press up to climb up.
- Press down to climb or slide down.
- Press **Button B** to jump off the ladder or pole.

JUMP

- Press **Button B** to jump straight up.
- Press **Button B + D-Pad** left/right to jump while walking.
- For a running jump, press **D-Pad** right/left + **Button C**, then press **Button B**.

BUGS' BOUNCE

- Press **Button B** to jump when a bad guy gets close.
- Use the **D-Pad** to land on the bad guy's head.
- Keep bouncing (by pressing **Button B**) until the bad guy gives up.

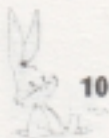


CARRYING OBJECTS

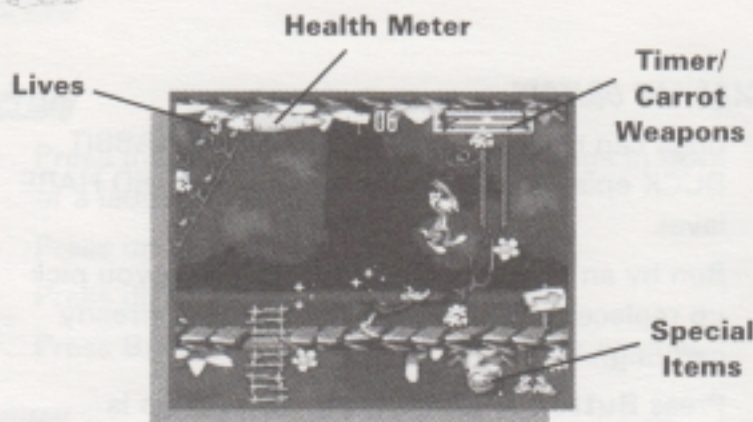
- Bugs can carry glue pots in the DUCK RABBIT DUCK episode and books in the HAUNTED HARE level.
- Run by an object to pick it up. The item you pick up replaces any other one that Bugs is already carrying.
- Press **Button A** to throw an object Bugs is carrying. The lighter the object is, the farther it will fly.

FLIPPING SWITCHES

- Move Bugs next to a switch.
- Press **Button C** to turn the switch ON or OFF.
- You may have to flip a switch in one location to open or close the path to another location.



THE GAME SCREEN



LIVES

Bugs starts out with three Lives. Each Life equals one Carrot on the Health Meter. When Bugs loses a Life, he starts the episode over. When he loses all his Lives, the game ends.

HEALTH METER

When Bugs is attacked by a bad guy, a piece is taken out of the Carrot. When a Carrot runs out, Bugs has used up one Life.

TIMER

In timed stages, the Timer shows the silhouette of a bad guy chasing Bugs. If the bad guy catches up, the stage ends, and Bugs must start again.

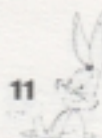
CARROT WEAPONS

This meter appears in place of the Timer during non-timed episodes. It shows how many Carrot Weapons Bugs has.

SPECIAL ITEMS

Shows the items Bugs can carry, one at a time.

SPECIAL ITEMS



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



Giant Silver Carrots give Bugs an extra Life.

Canned Carrots completely refill Bugs' Health Meter.



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



Pick up the **Stopwatch** to reset the Timer so Bugs has more time to finish the episode.



While wearing **Speed Shoes**, Bugs can run fast for a short time without getting tired. Speed Shoes appear at the lower right of the screen while Bugs has them on.



12



Collect three **Bonus Stars** to play the Bonus Level after completing the current episode.

The **Weapon** power-up multiplies Bugs' current weapon to the maximum strength.

Don't lose your carrots by picking up the **Carrot Peeler**. If you pick it up, Bugs will lose all but 10 of his Carrot Weapons.

LOONEY TUNES TIME!

13



DUCK RABBIT DUCK

Elmer Fudd is out hunting for that "wascally wabbit"! To stop him, 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.





BULLY FOR BUGS

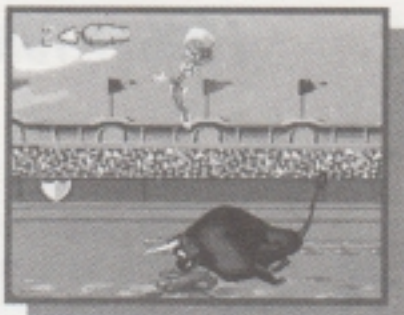
Bugs jumps on Bully's back to launch sky-high and collect floating dynamite. Drop these on the rabbit holes to blow their covers off.

Once underground, cage the lions and collect the parts to make a Bull Trap. Return to the bull ring and race around the arena to build the trap.

Parachuting Dynamite: Grab these and drop 'em on the rabbit hole covers to blow them off.



Bull Trap Parts: These include a paintbrush, glue pot, springboard, grease, sandpaper, matches, fuse and TNT.



KNIGHTY KNIGHT BUGS

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

Singing Sword: Bugs needs this to finish off the bosses and complete the episode!



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.



Bull's-Eye Carrots: These fly straight to their targets.

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



Genie's Lamp: Summons the Genie.

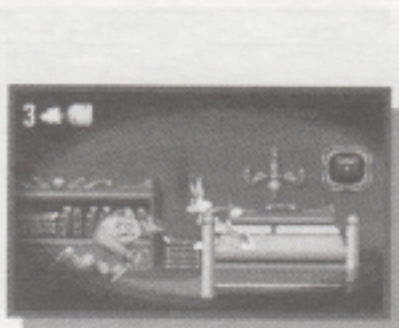




HAUNTED HARE

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 scientist himself!



Books: Stop bad guys with these wise words.

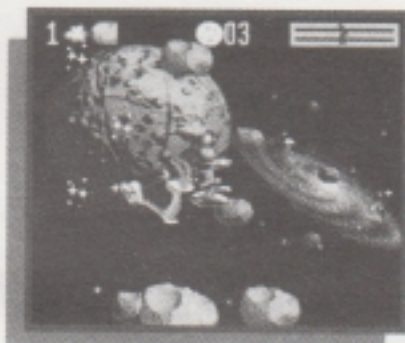
Keys: Unlock doors.



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.



SPACED OUT BUNNY

It's a space race against Marvin the Martian, all the way to his home planet.

Swerve to avoid the brown asteroids, but shoot the blue asteroids for power-ups.

Space is a lumpy place, so be careful! Marvin has some far-out tricks up his sleeve.

Asteroids:

- Yellow – Warp forward.
- Black – Warp backward.
- Blue – Restore full energy.
- Red or Black – Make Marvin mad!
- Green – Increase bullet supply.
- Purple – Decrease bullet supply.
- White – Become invulnerable for a short time.
- Light Blue – Speed up asteroids.
- Red or White – Slow down asteroids.



Ammo Barrels: Extra bullets.





MAD AS A MARS HARE

Avoid all obstacles and Marvin and K9 in their saucer to make it safely to the end of the level.



HAREWAY TO THE STARS

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

Illudium Pew-36 Space Modulator: Find this secret weapon and thwart Marvin!

BUGS' BONUS LEVEL



Collect three Bonus Stars and when you finish the episode, you'll warp to a special Bonus Level.

Collect all the Carrots you can while the level lasts to gain a bushel of extra Lives!



GAME OVER/CONTINUES



When Bugs is defeated, and has Continues remaining, you have three options:

- Choose CONTINUE and press **Start** to re-enter the stage and try again.
- Choose TELEVISOR and press **Start**. Tune into a different level of the game, or begin again on the one you just left.
- Choose EXIT and press **Start** to return to the Game/Options screen.



CREDITS

SEGA OF EUROPE

Producer

Mike Gamble

Assistant Producer

Russell Kerrison

International Liaison

John Pedigo

Lead Tester

Matt "YK" O'Driscoll

Testers

Craig Kerrison

Sean James

Nick Ryan

Jason Cumberbatch

SEGA OF AMERICA

Lead Tester

Arnold Feener

Assistant Lead Testers

Ken Chan

Rolef Conlan

Conner Morlang

SOA Testers

Amy Albertson

Jeremy Caine

Jason Cordero

John Dejana

Sam Ford

Erin Fritz

John Jansen

Lloyd Kinoshita

Ian Levin

Scott Matt

Kingsly Sur

Allen Tan

Brian Thoroman

Fernando Valderrama

David Wood

Charles Yang

Peter Young

Marketing Managers

Bill Onderdonk

Eric Dunstan

Product Specialist

Clint Dyer

Manual

Carol Ann & Neil Hanshaw

PROBE

Executive Producer

Tony Beckwith

Producer

Tim May

Lead Programmer

Christoffer Nilsson

Design

Nick Baynes

Design Artist

Alex Lawrence

Lead Mapper

Simon Bland

Artist

Micheal Nilsson

Music & Sound FX

Andy Brock

CLIMAX

Producer

Andy Pang

Artists

Sam Allen

Graham Hudson

Jon Trafford

Andy Oakley

Mike Oakley

Lewis Cooper

WARNER BROS.

Holly Stein

Catherine Sollecito

Mark Narmore

Jeremy Berg

Theresa McDowell

Limited Warranty

Majesco Sales Inc. warrants to the original purchaser that this Sega Genesis Cartridge will be free from defects in materials and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subject to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address. Majesco Sales, Inc. does not warrant that the Sega Genesis Cartridge will meet the purchaser's specific requirements.

ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE SEGA GENESIS CARTRIDGE ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL MAJESCO SALES, INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GENESIS CARTRIDGE.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Majesco Sales, Inc., 244 Fernwood Ave. Edison, NJ 08837, or call (908) 225-8910

Bugs Bunny

SEGA and Genesis are registered in the U.S. Patent and Trademark Office.

LOONEY TUNES, characters, names and all related indicia are trademarks of Warner Bros. © 1996.

PONG ©1972-1995 Atari Corporation. MISSILE COMMAND ©1980-1995 Atari Corporation.

CENTIPEDE ©1982-1995 Atari Corporation. All rights reserved. Pong, Missile Command and Centipede are protected trademarks and copyrighted works of Atari Corporation, licensed to Sega.

©1996 SEGA. All rights reserved. Distributed by Majesco Sales, Inc.

244 Fernwood Avenue, Edison, NJ 08837 800-826-0015

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076/4,626,595; Europe No. 92094; Canada No. 1,183,276/1,062,351;

Hong Kong No. 88-4302; Germany No. 2,809,826; Singapore No. 88-195; U.K. No. 1,535,999;

France No. 1,607,829; Japan No. 1,632,396/82-295805 (Pending)

1940

PRINTED IN USA