



BUGS BUNNY™ *Lost in Time*

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SYSTEM REQUIREMENTS

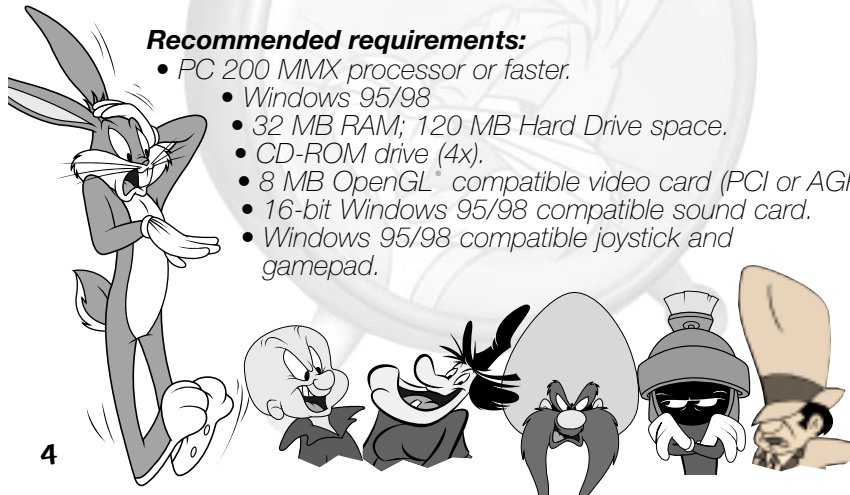
Before you play, you must make sure you have at least the minimum configuration specified below. If you are in any doubt, contact your retailer.

Minimum requirements:

- PC 166 MHz processor or faster.
- Windows® 95/98 or NT 4.0 (Service Pack 3).
- 16 MB RAM
- 6 MB hard drive space.
- CD-ROM drive (4x).
- 16-bit Windows 95/98 compatible sound card.
- 2 MB PCI video card.
- Windows 95/98 compatible keyboard.

Recommended requirements:

- PC 200 MMX processor or faster.
- Windows 95/98
- 32 MB RAM; 120 MB Hard Drive space.
- CD-ROM drive (4x).
- 8 MB OpenGL® compatible video card (PCI or AGP).
- 16-bit Windows 95/98 compatible sound card.
- Windows 95/98 compatible joystick and gamepad.



INSTALLATION INSTRUCTIONS

Insert the CD-ROM into the CD-ROM drive. The auto-run will launch the install menu. Follow the instructions displayed on your screen. If the installation does not start automatically, double-click on the file **Setup.exe** on the root of the CD-ROM.

There are three types of installation:

1. "Typical" which installs program files, music and often used data.
2. "Compact" which only installs program files.
3. "Custom" which lets the user choose what they want to install.

To uninstall Bugs Bunny™ Lost In Time, go to the start up menu and click on the icon titled "uninstall."



IT'S A LONG WAY FROM HOME

On his way to Pismo Beach, Bugs Bunny™ accidentally finds and activates a time machine. Bugs Bunny is propelled through time to five different Eras and must find his way back to the present. It won't be an easy task, because blocking his way back home are some of the wildest troublemakers he has ever known—Elmer Fudd™, Witch Hazel™, Yosemite Sam™, Rocky™, and Marvin The Martian™. Now lost in time, Bugs Bunny has to meet challenges in five adventure-packed Eras to find all the clocks needed to return to the present time. In each level, there are puzzles to solve, switches, clocks, and (of course) carrots to find, and foes to be defeated before you can complete the game. Remember: "There's no place like home!"



GETTING STARTED

How to start the game

To start Bugs Bunny™ Lost in Time, go to the **Start Up menu program/Infogrames/Bugs Bunny - Lost In Time**

or **double-click on the BugsBunny.exe** in the program directory.

Or, go to drive

C:/Program Files/Infogrames/Bugs Bunny - Lost In Time (or wherever you installed the game, if you changed the default settings).

Language Screen

Pick the game's language here.

Use the Directional Keys to select your choice and

press **Enter**.

Main Menu

NEW GAME

Lets you start a new game.

LOAD GAME

Lets you start a previously saved game.



CONTROLLING BUGS BUNNY

Directional keys or joystick

↑	Run forward/climb up objects (i.e. poles and ropes)
↓	Run toward the camera/slide down objects (i.e. poles and ropes)
←	Run left
→	Run right

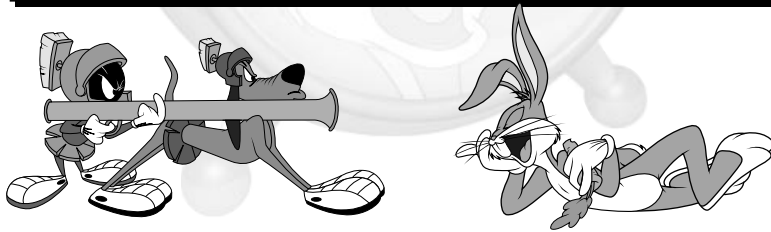
The movement controls cannot be changed.

Default Game Controls

Ears	S
Jump	D
Kick	F
Dive	Jump + Action
Action	R
Roll	E
Eyes	A + Directional keys (or Joystick)
Camera	Q or W

The default game controls can be changed in the Controls Menu. (See Options Menu).

Jump/Bounce	Press "Jump"
Bounce High	Hold "Jump" while bouncing
Crouch	Press "Ears"
Walk Softly and Quietly	Hold "Ears" and use the Directional Keys (or Joystick)
Push an object	Hold "Action" and use the Directional Keys (or Joystick) when near an object that can be pushed
Pick up an object	Press "Action" and use the Directional Keys (or Joystick) when close to an object that can be picked up
Drop object	Press "Action"
Throw an object	Press "Kick"
Kick object or villain	Press "Kick"
Roll	Press "Roll" while running



Special Controls	
Land softly using Bugs Bunny's ears like a helicopter	Hold "Ears" while falling
Dive into a Rabbit Hole	Press "Jump", then "Action" when standing over a rabbit hole
Tunneling Underground	Use the Directional Keys (or Joystick) while Bugs is underground
To Climb Out of a Rabbit Hole	Press "Jump"
Bugs Bunny's View	Hold "Eye" and use the Directional Keys (or Joystick)
Jump Over an Activated Fan or Fountain	Control Bugs Bunny's float with the Directional Keys (or Joystick) You can also jump.
Driving a Car, Motorcycle, Riding a Bike or Goat	Use the Directional Keys (or Joystick) to move left or right You can also jump when riding a goat.

These controls can be changed in the Controls menu
(See Options Menu).

NOWHERE LAND

When the game begins, Bugs Bunny will appear in a location called the **“Era Selector”**. Before he can set off to explore time, Bugs Bunny will first need a little training. He can only go to a location called **“Nowhere”**.

To access Nowhere, press Enter.

Here Bugs Bunny will meet Merlin Munroe™ his mentor throughout the game. Merlin will teach Bugs Bunny all of the skills required to complete the five different Eras in order to get back to the present. Bugs needs to complete all of the training challenges so that Merlin will award him his first Clock. This Clock will allow Bugs Bunny to return to the Era Selector via the Time Machine and travel to another Era.

SELECTING AN ERA AND A MISSION

Once in the Era Selector, use the Directional Keys or Joystick to move the time machine left and right. Bugs Bunny will not be able to access all Eras at the beginning. Each Era requires a certain number of Clocks to gain entrance. If Bugs Bunny has enough Clocks to access the desired Era, **press Enter**.

Upon entering an Era, look for rabbit holes that offer access to different missions. Similar to Eras, missions also require a certain number of Clocks to gain access. If Bugs Bunny has accumulated the required number of Clocks, he can gain entrance by pressing “Jump” then “Action”.

OFF TO AN ADVENTURE THROUGH TIME

Now Bugs Bunny can explore time and meet up with some of the toughest adversaries in the Looney Tunes™ universe:



THE STONE AGE

A prehistoric world filled with dinosaurs and a very persistent cave man who resembles Elmer Fudd.

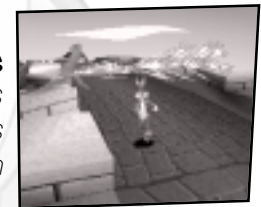


THE PIRATE YEARS

A Caribbean island filled with crabs, oysters, and enough sea treasure to satisfy even a crusty old pirate like Yosemite Sam!

THE MEDIEVAL TIMES

A world of castles, knights and Witch Hazel, who wants to make Bugs Bunny the main ingredient in her rabbit stew.



THE 1930s

An American city in the time of zoot suits and gangsters. Here Bugs Bunny finds himself in the middle of a bank robbery and two of the toughest gangsters around: Rocky and Mugsy.





DIMENSION X

Marvin The Martian's space station is filled with transporters, electrical hazards, robots and, of course, Marvin's minions.

There are also many secret areas to discover...



PAUSING THE GAME

Press "**ESC**" Button to Pause the game. This will display the Options Menu. Use the Directional Keys to scroll through the options and press "**Enter**" to make your selection.

Press "**ESC**" or select "Continue" to return to the game

Video

Video Resolution Select the desired game resolution.

Depth of View Select the distance of the view. The greater the depth, the further Bugs Bunny will be able to

see.

Further depths also require more processing power.

Display

Switch between full screen and windowed mode.



Renderer

Select the type of renderer used:

- Slow computers with no 3D Card (It doesn't look as beautiful as the two other renderers, but requires less processing time and no graphic accelerator.)
- Fast computers with no 3D (This is slow on low end configurations, but looks really nice.)
- 3D Card (This requires an OpenGL compatible graphic accelerator. It is fast and looks really nice.)

Apply

Apply video changes.

Controls

Joystick and Keyboard

Customize the keyboard and joystick layout.

Sound

Music volume

Sets the volume of the music.

Sound FX

Sets the volume of the sound effects and speeches.

Exit Level

Return to the level selector of the current Era.



BUGS BUNNY'S ENERGY LEVEL

Bugs Bunny's energy is displayed by a special Carrot Bar that appears at the top of the game screen. A full energy bar displays three full carrots. The bar appears only when Bugs Bunny loses or gains energy.

You can also check Bugs' Energy Level from the "Pause" menu. Bugs Bunny's energy decreases by one half carrot each time he is injured and can be refilled by picking up Normal Carrots. When it is empty, Bugs Bunny must restart from the last Checkpoint.



SPECIAL PICK UPS

There are four main pick ups in Bugs Bunny™ Lost in Time:



Normal Carrots

These give Bugs Bunny his energy. They can be found throughout the game, and are usually on the ground. If you collect enough Carrots, you might earn a bonus Golden Carrot!

Golden Carrots

These provide access to bonus levels. Each bonus level has a minimum number of Golden Carrots required to gain access.

These are more difficult to find than Normal Carrots and are usually awarded when a more tricky task is completed.



Clocks

These allow you access to new levels. Collecting Clocks is also the key to returning to the present time.



Acme Boxes

Bugs Bunny must break all the red Acme Boxes in a level to be awarded an extra clock. To break an Acme Box, jump on top of it or kick it.



THE ULTIMATE GOAL!

Of course the ultimate goal is to return to the present. When Bugs Bunny has collected enough Clocks, the door to present time will be opened in the Era Selector.

However, to fully complete the game, you must visit all areas, break every Acme Box, collect all Golden Carrots and, collect all the Clocks. To finish the game with a 100% rating, Bugs Bunny must complete all the Bonus Levels and collect all their hidden items.



INVENTORY

An Inventory Screen is displayed when the game is paused (press "ESC"). This screen displays how many Clocks, Golden Carrots, and Acme Boxes have been collected in each level and how many are left to collect.

- The Golden Carrot icon displays the total number of Golden Carrots found and the total number available in the level.



- The Clock icon displays the total number of clocks found and the total number available in the level.
- The ACME Box icon displays the total number of Acme Boxes found and the total number available in the level.

USEFUL OBJECTS AND WEAPONS

Useful objects may be found throughout the quest. A timer or a limited number of shots may restrict the use of some objects. Once time has expired, Bugs Bunny returns to his normal attributes. Here is a partial list of items that can be found:

- Stackable boxes which can be used as steps

A large Mallet to break objects or squash an enemy



Timed Explosives (TNT sticks or powder barrels) which Bugs Bunny can arm or throw



A Torch to light certain objects



SPECIAL FEATURES

During the game, Bugs Bunny will be visited by Merlin Munroe. Sometimes Merlin provides hints about movements or hidden locations. He will also give Bugs Bunny magic spells to reach and open locked or inaccessible locations. To obtain a special feature, position Bugs Bunny over a special symbol and press "Action". Here is a list of spells:

 **Hocus Pocus!**
Starts fans for a limited time period.

Olly-Olly-Oxen-Free!
Gives Bugs Bunny a super jump to access difficult areas.



 **Open Sesame!**
Opens magic doors.

Magical Tune
Gives Bugs Bunny the ability to play music.



SECRET LEVELS

The entrance to each Secret Level is marked with a specific number of Golden Carrot symbols. Bugs Bunny must collect the same amount, or more Golden Carrots to enter a secret level. When Bugs Bunny fails or quits a Secret Level, he will reappear in front of the Secret Level entrance.



HOW TO ELIMINATE AN OPPONENT?

Bugs Bunny has many ways to get rid of opponents:

He can jump on an opponent's head. This will either stop or eliminate him. Have Bugs Bunny kick a stopped foe to get rid of him! Use this method on most smaller enemies.

Bugs Bunny can also use special weapons or trap opponents under heavy falling objects like anvils and bank safes!

Most larger foes require different methods. For example, to get rid of a medieval hangman, have him chase Bugs Bunny until he gets tired. He'll stand there, out of breath. That's Bugs Bunny's chance to run around behind him and kick him. But be quick, because he'll soon catch his breath and be after Bugs Bunny again!



WHAT IS THE "?" OVER BUGS BUNNY'S HEAD?

When a question mark appears over Bugs Bunny's head, it means something nearby can be either read or checked.

Press "**Action**" to see what the question mark is all about. Either you will hear dialogue or text will appear at the bottom of the screen. Text will disappear after a short period of time or after a requested action. Follow the on-screen instructions to accomplish the task.



WHAT IS THE "!" OVER BUGS BUNNY'S HEAD?

When an exclamation mark appears over Bugs' head, it means that something nearby can be activated. Press "**Action**" to activate it.



SAVING THE GAME

To avoid having to restart at the beginning of a level, it's necessary to find special locations called Checkpoints. They are represented by an icon of Merlin's hat. When Bugs Bunny touches a Checkpoint, it saves this position until the next Checkpoint is crossed. To Save a game, press "Action" when a "!" appears over Bugs Bunny's head. Merlin will appear and ask about saving Bugs Bunny's position. Answer "YES" or "NO".



HINTS AND TIPS

- You can complete Eras and Levels in almost any order. Although you need different numbers of Clocks to enter the various Levels, you can leave and return to an Era without entirely completing it.
- The best way to find hidden objects, such as Golden Carrots or Clocks, is to use Bugs Bunny's eyes (A + Directional Keys) and pan the camera around.
- When you find your vision blocked, move the camera by pressing Q or W. This will allow you to choose the best view of an area.

- Kick or jump on switches to activate them.
- To use TNT, kick it, jump on it, or throw it at something.
- You can stack multiple items. Carry one, jump on the other and drop the first one. Then you can carry both at the same time. If you want to unstack them, just throw them with the "Kick" button.



CREDITS **Behaviour** **Interactive**

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Véronique Bourbeau
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Maud Leclerc and
Sabrina
and finally
The Green Mamellia
Sandrine Hideux
Dominique
Champagne
Monique Forget
Nathalie Robitaille
Danielle Huot
Ghislain St-Pierre
and to Behaviour
Communications
Food by
Jean-Paul and Joseph
from our favorite
Vietnamese
restaurant.
A lot of junk food
places around here
No Special Thanks to
The chicken place up
the street for not
delivering free of
charge

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We can help you by phone between the following hours: Monday-Thursday 8:00am-5:00pm Pacific time and Friday 9:00am-5:00pm Pacific time at (408) 296-8400

FAX: *Faxes may be sent anytime to: (408)246-0231*

ONLINE: *<http://www.infogrames.net>*

Email: *help@infogrames.net*

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Infogrames Hint Line

1-900-454-HINT: \$.99/minute. If you're under 18, please get a parent's permission before calling.

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- 1.** DO NOT return your defective compact disc to the retailer.
- 2.** Notify Infogrames North America Customer Service of the problem by calling (408)296-8400 between the hours of 8am and 5pm (Pacific Time) Monday through Friday. Please do not send your compact disc to Accolade before calling. Infogrames North America can also be reached 24 hours a day by FAX at (408)246-0231, or by email at techhelp@accolade.com. Check us out on the World Wide Web at <http://www.infogrames.net>.
- 3.** If a Customer Service Technician is unable to solve the problem by phone, you will be given a Return Authorization number. Record this number on the outside packaging of your compact disc (be sure your packaging is at least 4"x6", as many shipping companies will not ship anything smaller). Send the compact disc and your sales slip or similar proof-of-purchase within the 90-day warranty period to: Customer Service, Infogrames North America, 5300 Stevens Creek Blvd., Suite 500, San Jose, CA 95129. After the 90-day period, defective media may be replaced in the United States for \$10 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Infogrames North America and return to the address listed above. (To speed processing, please do not return manuals or game boxes.)