

**TAZ™ : WANTED
MANUAL**

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FIRST THINGS FIRST

The ReadMe File

The *Taz: Wanted* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print. To view this file, do one of the following:

- Double-click on the ReadMe file in the *Taz: Wanted* directory found on your hard drive (usually C:\Program Files\Infogrames Interactive\TazWanted), or
- Click on the Start button on your Win98/Me/XP taskbar, then on Programs, then on Infogrames Interactive, then on *Taz: Wanted*, and then on the ReadMe file item, or
- From the AutoPlay window, click Help to access the ReadMe file, or click on the ReadMe button from the Launcher screen.

System Requirements

Operating System:	Windows® 98/Me/XP
Processor:	Pentium® III 500 MHz or higher
Memory:	32 MB RAM (64 MB for XP)
Hard Disk Space:	850 MB Free
CD-ROM Drive:	8X Speed
Video:	16 MB (32 MB vRAM recommended) Windows® 98/Me/XP-compatible SVGA video card*
Sound:	Windows® 98/Me/XP-compatible sound card*
Control:	Keyboard and Mouse (Gamepad recommended)
DirectX®:	DirectX® version 8.1 (included) or higher

* Indicates device should be compatible with DirectX® version 8.1 or higher.

LAUNCHER

Start Windows® 98/Me/XP. Insert the *Taz: Wanted* CD-ROM game disc into your CD-ROM drive. If AutoPlay is enabled, the Launcher screen should appear. If AutoPlay is not enabled, double-click on the “My Computer” icon on your Win98/Me/XP desktop. Next, double-click on your CD-ROM icon. If the Launcher screen still does not appear at this point, locate the “setup.exe” file in the install folder of the *Taz: Wanted* game disc and double-click on it.



Settings

These are available once the game has been installed:

Video – Set up your video display driver and screen resolution. You also can switch the Cartoon Lighting and Cartoon Outline features ON or OFF (turning these OFF may improve game performance and / or appearance.) **Note:** If you experience game performance problems, you can also try pulling the Draw Distance slider further to the left.

Audio – Set up your sound driver.

Controls – Choose between keyboard and gamepad, and define your own controls for the game.

Language – Choose the language you require.

Other Installations

Install DirectX® 8.1 – Install the latest version of DirectX® onto your computer. Select this if you have an older (version 8 or below) version of DirectX®.

Install Acrobat Reader – Install Acrobat Reader onto your PC so you can view the manual and any other PDF files. **Note:** For more details, access the game’s install guide (usually C:\Program Files\Infogrames Interactive\TazWanted\Manual\TazWantedInstallGuide).

Information

Manual – View this manual in PDF format.

ReadMe – View important information about the game, including any last-minute changes.

Web Sites

Kids, check with your parent or guardian before visiting any web site.

You can use these links if you have Internet access on your computer:

Taz: Wanted – Links you to <http://www.looneytunes-games.com>

Infogrames – Links you to <http://www.us.infogrames.com>

Blitz Games – Links you to <http://www.blitzgames.com>

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Close

Click on this button to exit the Launcher screen without launching the game.

Install

Click on this button to install the game. Follow the on-screen instructions.

Note: If (once you are playing the game) you are experiencing problems running the game, click on the **Update Install** button to repair the installation.

When you are happy with the settings, click on the **Play Taz: Wanted** button.

KEYBOARD CONTROLS

Keyboard Menu Controls



Key	Action
Arrow keys	Highlight selection
C or Enter	Activate selection
R or Esc	Return to previous menu / cancel previous selection

Note: You can also use the mouse pointer to make your selections, and left-click on the desired menu choice. Right-click to return to the previous menu.

Keyboard Default Game Controls

Symbol	Function	Player 1 (Taz) Key	Player 2 (She Devil) Key
	Tiptoe	X	1 on Numpad
	Look mode	V	3 on Numpad
	Move left		4 on Numpad
	Move right		6 on Numpad
	Move forward		8 on Numpad
	Move backward		2 on Numpad
	Jump	C*	0 on Numpad
	Spin	F	Enter
	Rant / Special move	D	5 on Numpad
	Bite / Spit	R	— on Numpad
	Move camera left	E	7 on Numpad
	Move camera right	T	9 on Numpad
	Access the map	Spacebar	
	Pause / Resume	P or Esc or Pause	

* C or Enter key in 1-Player game

You can customize your controls from the Launcher screen (see page 4).

Vehicles

You will come across different vehicles in the game, and they all use the same keyboard controls:

Key	Action
Arrow keys	Control direction
F	Accelerate (if possible)
D	Jump with vehicle (if possible), or enter / exit vehicle (if possible)

GAMEPAD CONTROLS

Gamepad Menu Controls

Button	Action
D-Pad arrows	Highlight selection
1 button	Activate selection
3 button	Return to previous menu / cancel previous selection



Gamepad Default Game Controls

Symbol	Function	Button/Key
	Tiptoe	5
	Look mode	6
	Move left	D-Pad Left
	Move right	D-Pad Right
	Move forward	D-Pad Up
	Move backward	D-Pad Down
	Jump	1
	Spin	2
	Rant / Special move	4
	Bite / Spit	3
	Move camera left	7
	Move camera right	8
	Access the map	Spacebar
	Pause / Resume	Esc or P key

You can customize your controls from the Launcher screen (see page 4).

Vehicles

You will come across different vehicles in the game, and they all use the same gamepad controls:

Button	Action
D-Pad arrows	Control direction
2	Accelerate (if possible)
1	Jump with vehicle (if possible), or enter / exit vehicle (if possible)

LET'S SPIN!

Yosemite Sam has hatched a devious, cunning plan to turn the island of Tasmania into a cheesy theme park. There is only one obstacle between Sam and ultra-richness — the *Tasmanian Devil*! So *Taz* is soon captured and brought to the Yosemite Zoo...



Not surprisingly, Sam's zoo is no match for our furry hero and he must now find his way back home to Tasmania. It's up to you to take control of *Taz* and guide him home. But watch out, Sam has alerted all his forces of highly trained *Taz* Catchers to stop you and there's a price on your head for anyone who captures you.

Posters

In each area you visit, there will be seven Wanted posters. If you don't want anyone to know you're on the run, you'll have to destroy all of these to clear each area. Once all three areas in a world have been cleared, you can proceed to the next world, and eventually Tasmania.



Sandwiches

By eating 100 sandwiches in an area, you'll open a bonus game.



Bounty

The bounty on your head increases as you destroy the objects in the areas. As this bounty reaches certain levels, you will get access to new options from the Extras option (in the Main Menu). The bounty decreases every time you are caught.

Note: In every level, there is a hidden statue of *Yosemite Sam*. Complete a special bonus challenge to access the statue and increase the bounty on your head!



MAIN MENU

Choose from the following: Start Game, Game Options or Audio Options.

Start Game

Starting a New Game

Select START GAME from the Main Menu, then select one of the three caves. Left-click on the mouse to confirm your selection. Next, choose your player icon and enter your name. Use the mouse to make your selection and left-click to confirm. **Note:** By using all three of these caves, you can save up to three different games.

Loading a Previously Saved Game

Select START GAME from the Main Menu and select the cave that contains the saved game that you wish to play. Left-click to confirm the selection, then select “Continue this game.” Left-click again to confirm.

Deleting a Saved Game

Select START GAME from the Main Menu and select the cave that contains the saved game. Left-click to confirm the selection, then select “Clear this game.” Left-click again to confirm.



Game Options

Difficulty (“Daffy-culty”)

Select a level: Standard, Advanced or Expert.

Subtitles

With this option set to ON, all of *Tweety's* in-game instructions are also displayed at the bottom of the screen.

Widescreen

Set this to ON to show the game in widescreen format.



Audio Options

Adjust the volume of the music and the sound effects.

Two-Player

Try the two-player game modes!

Destruction

Smash your way to victory by eating and tearing through crates.

Vehicle Race

Test your racing skills on shopping carts, floor polishers or jet-bikes.

Time Trial

Spin across three treacherous landscapes before time runs out.

Tournament

Play a mixture of two-player games. To choose the games, select PULL and the contraption will start spinning. To keep any choices before pulling again, select HOLD. Once you are happy with the choices, select COLLECT and let the games begin!

Secrets

Play the three secret games that are unlocked when you complete the boss levels in the single-player game.

Records

Go here to see the best scores that you've racked up so far.

Extras

As the game progresses, make sure to check in here often to see the bonuses that you've unlocked during the game. You can also check out the game credits here.

PAUSING THE GAME

Press the **P**, **Esc** or **Pause** key to pause the game. When you pause within a level, your stats for the level are displayed. From this paused game screen, you can use the **arrow keys** to toggle between Map and Options, then use the **C** or **Enter** (Jump) key to select the one you want.



Map

This is a Map of the area that you are currently in, indicating your own position and the location of the Wanted posters in that area. Select a poster and press the **D** (Rant) key to bring up a hint that may help you with the solution. The



Standard difficulty level gives you up to two hints (press the **D** [Rant] key twice; one hint will be more detailed than the other), Advanced gives you only one hint, and Expert gives you none. Press the **C** or **Enter** (Jump) key to see a brief animation of the selected poster's location.

Options

- Music Volume
- Sound Effects Volume
- Subtitles ON/OFF
- Exit Game / Return to Hub (to get back to the Main Menu or the Hub)



SAVING

Your progress will be automatically saved every time you enter an area from the Hub, or exit an area and return to the Hub. So to save your progress, simply exit the level where you entered it and return to the Hub. Or use the Exit Game option from the Options menu.

This will save the posters you have destroyed, the sandwiches you have collected, and whether you have found the golden Sam Statue or not, but all destructibles are reset for you to try again!

Note: If your hard drive already contains *Taz: Wanted* saved game data, it will be overwritten with the new data.



SPECIAL POWERS

There are five different powers that *Taz* can achieve throughout the game:



Invisibility Potion

While under the influence of an invisibility potion, *Taz* can sneak past opponents and Whack-in-the-Boxes. Be careful though — it doesn't last long!



Super Burp Soda Can

If *Taz* eats one of the Super Burp Soda Cans, check for the green bubbles coming out of his mouth. You can press the **D** (Rant) key to do a mega-powerful super burp that can destroy certain things that are normally indestructible, and defeat opponents at a distance.



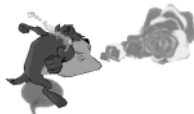
Hiccup Soda Can

If *Taz* eats one of the Hiccup Soda Cans, he will start to hiccup uncontrollably for a short period of time. These super-high jumps can be very useful to reach areas that are normally too high up.



Mega Hot Chili Peppers

If *Taz* eats one of the Mega Hot Chili Peppers, you can press the **D** (Rant) key to breathe a gust of fire, which can destroy both your opponents and your surroundings.



Bubble Gum

By eating a piece of bubble gum and blowing a bubble, *Taz* will be able to fly for a short time. Press the **R** (Bite) key to pop the bubble.



SPITTING

Most objects in the different areas are edible. Simply walk up to the object and press the **R** (Bite) key to eat it. Now here's the funny part: if you press the **R** (Bite) key again, you will spit out the object as a powerful projectile! This is a very useful move when you cannot reach an object that needs to be destroyed, or even to defeat some opponents!

Note: You can use the "in-*Taz*" view (press the **V** [Look mode] key to activate) for even greater accuracy!

COSTUMES



All areas in the game have a number of *ACME* Dial-a-Costume phone booths that, if entered, will give *Taz* a disguise that helps him avoid the opponents. Each costume also awards *Taz* a special attack, which is available by pressing the **D** (Rant) key.

Use the special attack on the *Taz* Catchers to scare them from the level permanently. **Note:** Once you use a special attack to defeat a *Taz* Catcher, you will lose the costume. If an opponent captures you, you will also lose the costume. However, you can enter the nearest booth again to get a new one.



SPIN TO WIN

By using the spin (**F** key) you will be able to destroy objects, disable opponents and even travel up walls.

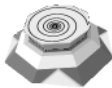
The Tasmanian Devil can also achieve a super-spin. To do this, stay on the same (flat) spot and hold down the **F** (Spin) key for a couple of

seconds first. Then use the **arrow keys** to speed off in the desired direction. This can be very useful for getting to unknown places and up steep walls!

OBSTACLES



The most powerful obstacle in Sam's arsenal is the blue "Whack-in-a-Box," which prevents *Taz* from reaching certain areas. Luckily, spinning on the Spin-Pads can temporarily disable them.



GRAMOPHONES

The gramophones can only be destroyed by very powerful explosions, so *Taz* must do his best to avoid them, blow them up, or just live with their hypnotizing influence.



OPPONENTS

Most opponents can be defeated by simply spinning into them, while others must be defeated with special powers or attacks. Experiment to find the best ways! Scare away *Taz* Catchers from an area by defeating them using the Special Costume attack. But beware, if they get hold of you, you will be whisked off to another part of the level and thrown in a cage.



BONUS GAMES

All levels (except Tazland A-maze-ment Park) have a bonus game that is unlocked if you eat 100 sandwiches in the level. You will find the entrances to

the bonus games right outside the level's entrance / exit, in the Hub area, as a blue phone box.

If you successfully complete the bonus game, Sam will raise the bounty on your head even more!

You can replay each bonus game as many times as you wish (once unlocked, they are also accessible from the Extras option in the Main Menu), but you can only get the bonus once.

PLANET X

When you have escaped Yosemite Zoo, you will find that in each world Hub is a door that looks only slightly out of place. By entering this door, you will be transported to Planet X, and from there you will be able to get to any other world Hub that you have completed. This is especially useful when you want to return to a previous level to collect all the goodies that you missed.

BOUNCY BOUNCY

To help you get to seemingly inaccessible places, some items have special bouncing properties. Jump on anything that looks bouncy (such as sofas, tires, mattresses and life preservers), and hold on to your hat!



INFOGRAMES WEB SITES

Infogrames has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

<http://www.looneytunes-games.com>

<http://www.us.infogrames.com>

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Infogrames web sites contain such things as:

- Hints and Tips
- Competitions
- Demos
- Community
- Interviews
- And much more

We are constantly updating our web sites, so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.ina-support.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive **Tech Support** at **(425) 951-7108**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

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CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:

Epilepsy Warning



READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously 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 or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement



Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement



This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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Cookie
Winnet
Elephant Pong
Mucky Mick
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The Terrific 4 & a Half
With Jam In
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