



# LOONEY TUNES

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# Looney Tunes Rules

## SKILLSHOTS:

**Standard:** At the start of a ball, there will be a strobing light on the Acme Vault targets. To collect your skillshot, time your launch so that the ball strikes the strobing target.

**Super Skillshot:** Prior to launching the ball, press the Acme Action Button to switch to the Super Skillshot. The Super Skillshot requires plunging the ball into the Acme Vault. When the ball is ejected, use the upper right flipper to hit the Wile E. Coyote inner orbit to collect the Super Skillshot.

**Secret Skillshot:** Shhh. Be vevy, vevy quiet! It's a secret.

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## EPISODE MODES

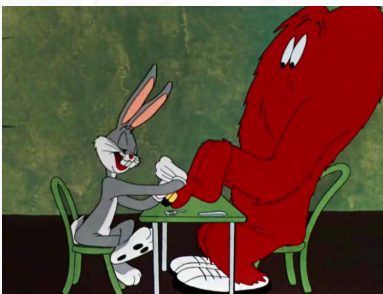
At the start of the game, each of the Lost Film Arrows will be lit white. Collect three of these inserts to light the Acme Crate and Acme Vault to start an Episode. These Episodes are the main modes of the game.

After the first Episode, fewer arrows will be lit to start the next mode. Completing the Acme Vault Targets will light additional Lost Film Arrows to aid in starting the next Episode.

At the conclusion of each Episode, the Acme Vault will be lit for an Encore Bonus. This bonus is worth 10% of the points scored during that Episode. Targets will score the remaining points, and shooting the ball directly into the Vault without hitting a stand-up target will score a x2 Encore Bonus.

Mode progress is tracked at the film canister held by Daffy. Starting an Episode will light an insert white, and completing an Episode will light an insert light green. Completing three Episodes will light an Extra Ball. Completing six Episodes will light a Special.

## Hare-Raising Hare (1946):



Bugs Bunny must escape the castle by running from the red-furry monster, Gossamer. The four ramp shots will be lit orange. Shooting any of these ramps will light the spinner for a single shot. Once the spinner stops, the remaining ramp shots will relight. Repeat this process for each ramp to complete the mode.

### Baseball For Bugs (1946): Coming Soon

### Rabbit Transit (1947):



A retelling of the classic fable “The Tortoise and the Hare.” At the start of the Episode, three random shots will be lit orange for Bugs Bunny (the Hare) and three random shots will be lit green for Cecil the Tortoise. Use the flipper buttons to choose which character you want to control for the race. During the race, shoot the shots representing your character to advance them towards the finish line. Your opponent will advance automatically, plus any time you accidentally shoot their shots. Scoring is based on how far ahead of your opponent you are, so complete the race as quickly as possible to maximize your score.

### Scaredy Cat (1948):



Porky Pig and Sylvester have moved into a haunted house overrun with evil mice. The goal of this mode is to rid the house of mice while saving Porky along the way. Every switch hit will drive away mice, with progress shown at the bottom of the screen. At 75%, 50%, and 25%, the mice will attempt to do harm to Porky. One random shot will light up pink to save Porky; however, this shot is only visible when the lightning strikes.

Lightning strikes occur randomly and whenever the player shoots the captive ball. Rescue shots are not required for mode completion, but they will add a scoring multiplier to the mode. Collecting them quickly will greatly increase your mode totals.

### Long-Haired Hare (1949):



Conduct the opera singer by shooting a series of light blue shots. During the first phase, the blue shots will slowly appear and disappear around the playfield. After completing three of these shots as a vocal warm-up, each of the main shots will be lit for the remainder of the second phase. For the next 30 seconds, the opera singer will hold the final note of the concert. Collecting shots will increase the ending bonus, which can build up to 25M. During this second phase, the shaker will slowly

build as the note continues to be held until shooting the Acme Crate literally brings the house down.

### Rabbit of Seville (1950):



“Welcome to my shop. Let me cut your mop. Let me shave your crop. Daintily, daintily.” All major shots are lit white. Shoot a certain number of these shots to shave the current customer. The required number will be displayed on top of the barbershop pole on the right side of the screen. Once the required number has been collected, the Acme Crate will open. Shooting the crate will give the player a choice to Cash Out or Continue. If they choose to Continue, Bugs Bunny will yell out,

“Next!” The player will welcome a new customer and once again need to complete a series of white shots to reopen the crate. Alternatively, if the player chooses to Cash Out, the built-up jackpot value will be awarded and the mode ends.

### Rabbit Fire (1951):



Build up the season value by alternating shots to the left ramps and right ramps. Each shot will switch the current season from “Duck Season” to “Rabbit Season.”

Shooting the same side twice in a row will trick Daffy Duck into saying the wrong season. These still build up the value, but to a smaller amount. After switching the season seven times, the Acme Crate will be lit to “Fire!” This will finish the Episode and collect the built-up season value.

### Ain't She Tweet (1952):



Once again, Sylvester is attempting to capture Tweety Bird. Start by shooting the roaming yellow shot. This will begin one of Sylvester’s plans. This will pause the roaming shot and light shots on either side for collection. Shooting the shots while they are paused will enact further steps of the plan. While they ultimately always end in failure, each step completed will increase the value for future scoring.

### Bully For Bugs (1953):



After taking a wrong turn somewhere near Albuquerque, Bugs finds himself in the middle of a bullfight. A white shot will begin roaming across the playfield. This shot represents the current location of the bull. During each round, three random arrows will begin pulsing yellow for

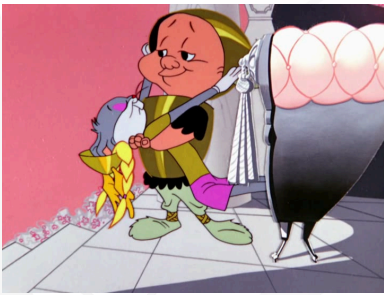
jackpots. The goal is to collect these yellow shots, dodging the bull, before the bull reaches that location. Waiting until the very last moment before collecting a yellow shot will award a double jackpot. If the bull reaches a yellow shot, that shot will be eliminated and the player will no longer be able to collect that jackpot. Whenever the final yellow shot is collected, either by the player collecting it or the bull eliminating it, proceed to the next round. Throughout the mode, shooting the white shot will award bonus points: “Ole!”

### Satan's Waitin (1954):



Sylvester is using up his nine lives in his never-ending pursuit of Tweety. This mode consists of three phases. At the start of each phase, a sequence of blue shots will be revealed. To progress, hit the required number of blue shots: 2 for phase 1, 3 for phase 2, and 4 for phase 3. But be careful—every few seconds, a new shot will start burning. Hitting a burning shot will reset the current phase.

### What's Opera Doc (1957):



**Act I:** The left orbit, left ramp, center crate, right ramp, and right orbit will be pulsing orange. Shoot these shots five times to advance the opera.

**Act II:** The second act is timed. You have 20 seconds to complete as many shots to the left ramp as possible. Each shot completed will build up the value of the final shot during

**Act III:** The final shot to the left ramp, after the timer expires, will be diverted onto Marvin's Ship. Act III: The third act is a single hurry-up at the center crate, which will be opened at the end of the previous act. The starting value of the hurry-up will be based on the number of shots to the left ramp during the prior act.

### Robin Hood Daffy (1958):



“Yoinks! And away-aaay!” Convince Friar Tuck that you are indeed Robin Hood by robbing gold from the rich traveler and giving it to some “poor unworthy slob”.

The left orbit, left ramp, left upper ramp, right upper ramp, right ramp, and right orbit arrow shots will be lit pink and will turn gold as you collect them. The first shot adds +1 gold, however the more shots that are collected prior to hitting a gold shot the more gold you will be robbing. The first shot adds +1, then +2, +3, +4, etc. Collecting pink shots represents

robbing from the rich. Once you've collected gold, you must then shoot a gold shot to give it to the poor'. You will have four attempts to transfer as much gold as possible. The more gold you give away the more likely Friar Tuck is to think you are Robin Hood.

### Hyde and Go Tweet (1960):



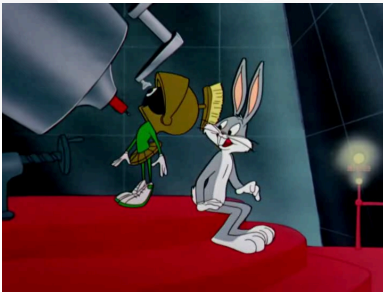
Sylvester may have bitten off more than he can chew. In this episode, each of the main shots will be lit yellow. Collecting any 3 shots will light the right orbit diverter for a hurry-up. After the hurry-up has been collected the remaining uncollected yellow shots will be relit. Collect 3 additional shots to again light the right orbit diverter for another hurry-up. If the player fails to shoot the hurry-up in 20 seconds, the left ramp diverter and Acme Crate will also be lit for collection.

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### TOP SECRET AREA 51 $\frac{3}{4}$ :

Gain access to these top secret modes by ripping the spinner. When qualified, the next shot to the left ramp will divert the ball into Marvin's spaceship to start one of three unique modes.

#### Space Modulator:



Bug blasts into orbit and stumbles upon Marvin the Martian hard at work on his latest invention—the explosive space modulator! To foil Marvin's plans, shoot any of the pulsing green shots. Then hit the same shot again to uncover his plot to blow up the Earth! Repeat this process three times to expose all the details of Marvin's scheme.

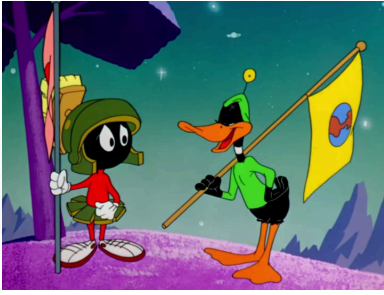
With all three stages complete, a hurry-up will light at the captive ball—your chance to steal the space modulator and prevent Marvin's Earth-shattering kaboom!

#### Instant Martians:



Instant Martians are being sent out to capture Bugs! These Martians are marked by light green inserts around the playfield. Take aim at these green shots to deal with them quickly, then hit a hurry-up at the Acme Crate to escape back to Earth. Be careful—if too many Instant Martians swarm the playfield, you'll be in serious trouble!

## Planet X:



Duck Dodgers and Marvin the Martian have just landed on Planet X! At the start of the mode, all the main shots will be illuminated purple. Shoot any of these shots to turn them blue, claiming that section of the planet in the name of Earth. But beware—every few seconds, Marvin the Martian will randomly claim a shot for Mars, “Isn’t that lovely?” Maximize your score by controlling as much of the planet as possible when the timer runs out!

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## MULTIBALLS

### Anvil Multiball:

**Qualification:** Shots to the left ramp will light an Anvil Hurry-Up at the Acme Crate. Collect this hurry-up to collect the remaining points and advance the left ramp to divert and virtually lock the next ball into Marvin’s Ship. Lock two balls to start Anvil Multiball.

**Multiball:** This is a 2-ball multiball where Jackpots will be lit at the left orbit, left ramp, left upper ramp, right upper ramp, right ramp, and right orbit. Jackpot values are increased with each shot to the left ramp. Collect each Jackpot to light the Acme Crate for a Super Jackpot. After collecting the Super Jackpot the magnet will lightly hold the ball. Knock this captured ball into the Acme Crate to score a MEGA JACKPOT!!!

### Giant Rocket Multiball:

**Qualification:** The captive ball advances the Fuse Inserts. Hit the captive ball to advance the counter from 1, 2, 3, 4, and Light Lock. When Light Lock is completed, the right orbit lights for Ball Lock. Lock three balls on the Cliff Lock to start Giant Rocket Multiball. Lock difficulty increases with each previous multiball.

**Multiball:** This is a 3-ball multiball where Jackpots will be lit at each of the Lost Film Arrows. Collect five Jackpots to relight the Fuse Inserts. When they are relit the fuse starts a hurry-up at the captive ball. Shoot the captive ball to collect the Super Jackpot.

### Rocket Skates Multiball:

**Qualification:** After completing Giant Rocket Multiball. The captive ball will again advance the Fuse Inserts. Hit the captive ball to advance the counter from 1, 2, 3, 4, and Light Lock. When Light Lock is completed, the right orbit lights for Ball Lock. This time after locking a ball additional shots to the captive ball will be required to relight the Ball Lock. Lock three balls on the Cliff Lock to start Rocket Skates Multiball.

**Phase 1 (Pre-Multiball):** Prior to the multiball starting the player will be given three opportunities to lock additional balls. Balls will be ejected one at a time and the player will try to lock them in one of three physical locks: Marvin's Ship, Acme Crate, and TNT Lane. Each physical lock can only hold one ball, so as balls are locked fewer shots will be available. Locking a ball or draining will advance to the next opportunity. Successful or not the multiball will start following the third attempt.

**Phase 2 (Multiball):** At the start of multiball the Cliff Lock, plus any additional locks will release the balls back into play. Rocket Skates Multiball can be anywhere from 3-ball to 6-ball. The Lost Film Arrows will all be lit yellow to score a Jackpot and then red to score a Double Jackpot. Once three Double Jackpots have been collected the Acme Crate will open for a final Super Jackpot. The value of the Super Jackpot will be multiplied by the number of balls in play and multiplied again by the number of Double Jackpots. Each of these can be X6, making a total potential multiplier of X36. As soon as a Super Jackpot has been collected the multiball ends. All balls, except for the ball used to collect the Super Jackpot, will drain. Single ball play will resume.

### **TNT Add-A-Ball:**

**Qualification:** Complete the T.N.T. Targets to light the lane under the right upper flipper to add-a-ball.

**Multiball:** This is a frenzy mode where all switches score the current frenzy value. The frenzy value is increased with hits to the T.N.T. Targets. During the add-a-ball a single ball can be held in lane under the right upper flipper. This ball is held for 15-seconds. While a ball is being held, frenzy values will be doubled. This is a true add-a-ball, meaning that you are able to start Episodes with the extra ball on the playfield. In this case, you don't need to start the mode prior to starting the multiball.

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## **SUB WIZARD & WIZARD MODES**

### **Taz-Mania (Sub Wizard):**

**Qualification:** Every hit to the crate during base gameplay will spawn a red shot at one of the Lost Film Arrows. Collect these red shots to progress towards Taz-Mania. Progress will be tracked on the tornado lightstrip on the backboard.

**Phase 1 (1-Ball):** Jackpots will spawn randomly around the playfield. Taz will always turn towards the most recently lit Jackpot. Collecting three Jackpots will light the Acme Crate for a Super Jackpot. Collect the Super Jackpot to proceed to the next phase.

**Phase 2 (2-Ball):** Jackpots will be lit at each of the main shots on the right side or left side of the playfield. Taz will always turn towards the side where the Jackpots are



currently lit. Jackpots will unlight as they are collected, but will relight the next time Taz spins back to that side. Collecting five Jackpots will light the Acme Crate for a Super Jackpot. Collect the Super Jackpot to proceed to the next phase.

**Phase 3 (3-Ball):** This is a 60-second multiball with unlimited ball save. During this phase all major shots will be lit for Jackpots. Jackpots build the Super Jackpot at the Acme Crate. The goal is to stop Taz from spinning. With each shot he will spin more and more slowly. This progress is tracked on the tornado lightstrip on the backboard.

**Duck Amuck:** Coming Soon

**Factory Mayhem:** Coming Soon

## ACME ITEMS

Bash the Acme Crate to collect Acme Items. The first item will be collected with three shots. Subsequent items will require additional shots.

ITEM	BENEFIT	AVAILABILITY
Hare Restorer	Light Outlane Save	Always Available
Iron Carrot	10X Carrot Targets	Always Available
Giant Slingshot	10X Sling Values	Always Available
Dynamite	Captive Ball Hits Doubled	Always Available
Jet Pogo Stick	3X Ramp Values	Always Available
Giant Rocket	Spot-A-Shot	Always Available
Dehydrated Boulders	Extra Tilt	Always Available
Anvil	Start Anvil Hurry-Up	Always Available
Radar Gun	+75 MPH	Only Ball 1 Or Ball 2
Extendo-Punch	5X Combo Values	After A 3-Shot Combo
Rocket Powered Skates	3X Orbit Values	After Giant Rocket Multiball
Martian Capsule	3X Spinner	After Instant Martians
Integrating Pistol	Light Ball Save	After Planet X

Martian Bomb	Collect All Lit Shots	After All Marvin Modes
Blueprint	+1X Shot Multiplier	After Opening One Crate
Vault Access Card	Qualify Episode	After Opening One Crate
Tornado-In-A-Can	Increase Taz Mania Meter	After Opening Two Crates
Bat-Man Outfit	Light Roadrunner Jackpot	After Opening Two Crates
Giant Magnet	Light Extra Ball	After Opening Three Crates
Iron Bird Seed	3X Roadrunner Loops	After Opening Three Crates
Instant Holes	Award Bonus	After Opening Four Crates
Paint-A-Tunnel	Open Next Crate	After Opening Four Crates

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## OTHER SCORING & EXTRA STUFF

**Hare Restore:** Collect carrot targets to light the Hare Restore (Outlane Save).

**Roadrunner Loops:** The inner orbit is the Roadrunner Loop. Shooting this loop in either direction will increase the speed of the Roadrunner. Each loop increases the speed +10 mph with consecutive loops adding a multiplier to the addition. For example, four consecutive loops would add +10, +20, +30, and +40 mph. Reaching 200 mph will award an Extra Ball.

**Roadrunner Jackpot:** In addition to increasing the speed, each shot around the Roadrunner Loop will light one of twelve round inserts around the inner loop. Filling these inserts will light the Roadrunner Jackpot. When lit, the next shot around the inner loop will award a jackpot. Repeat loops will multiply this jackpot, which can grow quite large.

**Super Spinners:** Coming Soon

**Combos:** Shooting any of the Lost Film Arrows will start a combo. During base mode each additional arrow will begin flashing light blue. Shooting any of these shots will continue to grow the combo sequence. Completing several combos will light either the Jab, Hook, and Uppercut insert at the Right Ramp. When illuminated, the next shot to the Right Ramp will award the combined total of all combos collected to light that particular punch. Collecting each of the three punches will start Extendo Punch.

**Extendo Punch:** Coming Soon

**Super Combos:** Coming Soon

**Super Genius:** When not lit for TNT Add-A-Ball, shooting the ball under the upper right flipper will increase the combo scoring.

**Playfield Multiplier:** Shooting the ball under the upper left flipper will build a playfield multiplier that can be activated by rolling the ball through the lit inlanes. The multiplier will be displayed on the 1x, 2x, and 3x plan inserts near the center of the playfield. This playfield multiplier can be built up to x6 before activating.

**End of Ball Bonus:** Build up your bonus by collecting character shots around the playfield. Every shot builds the base bonus with sets of characters adding a larger amount. The shots are as follows: Left Orbit (Marvin Martian), Left Ramp (Bugs Bunny), Left Inner Loop (Wile E Coyote), Left Upper Ramp (Porky Pig), Right Upper Ramp (Foghorn Leghorn), Left Inner Loop (Roadrunner), Left Ramp (Daffy Duck), Left Orbit (Sylvester & Tweety).

**Bonus Multiplier:** The bonus multiplier is the current speed of the Roadrunner. Increase the speed by completing Roadrunner Loops. The speed starts at 35 mph and can be increased up to 350 mph. This is the equivalent to a x10 bonus multiplier.

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*Please note that Looney Tunes has a number of game settings that can adjust the rules of the game. What is posted above are the default settings based on the current code. If you think you have found an error in this manual please send an email to [lpeters82@spookypinball.com](mailto:lpeters82@spookypinball.com)*