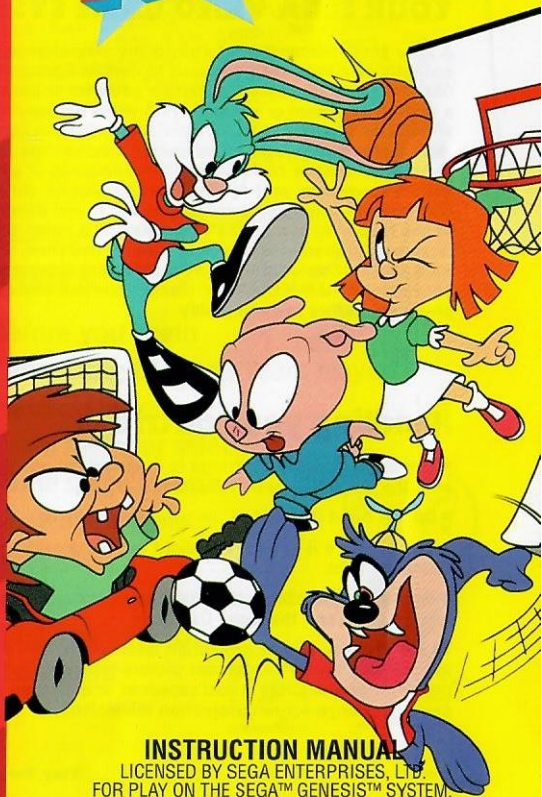


SEGA



TINY TOON  
*Adventures*

ACME  
ALL-STARS™



GENESIS



INSTRUCTION MANUAL  
LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

## **WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.**

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 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, 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.

## **Handling your cartridge**

- The Sega Genesis Cartridge is intended for use exclusively with 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 recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: 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.

# Welcome to the game!

Thank you very much for purchasing this exciting sports game featuring many of your favorite Tiny Toon Adventures™ characters. We here at Konami think you will love this wacky sports game so much that you'll spend many, many sleepless nights playing it. You'll probably want to buy a few copies, just in case one burns up from all the...

Notice to gamers: Someone in the Marketing Department has filled this introduction with shameless plugs for the game. We apologize for any inconvenience this has caused. We will try to track the culprit down and have him/her tied to a stake and forced to watch old silent movies for hours without end. Ignore the sales pitch above and just have fun with the game. We now return to our regular instruction manual.

-The Producers

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## And now a word from Montana Max:

Hi kids! Welcome to my new sports game. I hope you paid lots of money for this, because I need more money. In case you didn't, send some extra cash to me at...



Okay. That's great Monty. Moving right along...

I want you all to enjoy playing this new game featuring a bunch of my friends, myself, and even Montana Max. We've got some really fun basketball and soccer action lined up for you.

There are even a few extra games for you and your pals to enjoy. Ready? Let's go!



# Before you begin

Up to four players can play "Tiny Toon Adventures Acme All-Stars" together using the Sega® Team Player™ adapter.

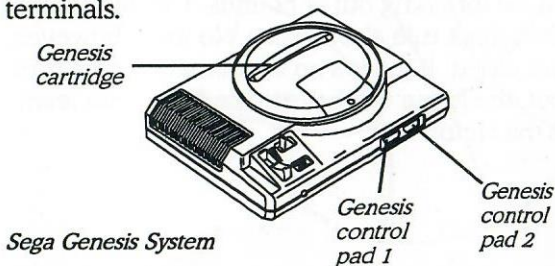
## Connecting the Sega Team Player adapter

The adapter can be connected to either control terminal. Connect the Control Pad to adapter terminals A through D in order. When using the adapter for two to four players, make connections as shown below.

- Connect a Control Pad to control terminal 1 for one player.
- Set the adapter to MULTI for more than one player.
- Connect the Sega Tap to control terminal 2. Use the A, B and C terminals in the tap.

OR

- Connect the adapter to control terminal 1 and plug the Control Pads into the A—D terminals.



# Playing the game

When the Title screen appears, press the Start button to select the play mode. Press the Directional button up or down to select Soccer, Basketball, Story or Options, and left and right to select Subgame. After highlighting your selection, press either the A or C button. Press the B button to cancel the selection.

## Soccer

The soccer team consists of three players and one goalkeeper (GK). You can set the game time in the Options mode between two and five minutes per half. If the game ends in a tie during regular play, the teams shoot penalty kicks (PK). You will continue with the PKs until one person is the victor.

## Basketball

The basketball team consists of three players. You can set the game time in the Options mode between two to five minutes per quarter. Both the ball and players can be called for going out of bounds. The 24-second shot clock rule also applies. No fouls, however, are called. If there's no winner when time runs out, the game will be extended until one team is the victor.

When you play soccer or basketball, you also will select the kind of match you want to play in the Select mode. Use the Directional button to highlight your selections, then press the A or C button. You may play against the machine or against each other.

*1P vs CPU*

*1P vs 2P*

*1P + 2P vs CPU*

*CPU vs CPU*

With the Sega tap, up to four players can play at once.

*1P + 2P + 3P vs CPU*

*1P + 2P vs 3P*

*1P + 2P vs 3P + 4P*

*1P + 2P + 3P vs 4P*

## **Story mode**

Each of the games and subgames follows its own exciting story line.

Acme Looniversity is holding soccer and basketball tournaments to select members for an All-Star team. Buster has gathered his friends and headed for the stadium. Naturally, arch enemy Montana Max is also slotted to play.

## **Options**

You can change the control configuration, game level settings and listen to music/sound effects using the A or C button.

### **Difficulty**

- Select the level of play difficulty from Easy, Normal, Hard and Extra Hard.

### **Time**

- Set game times between two and five minutes per half or quarter, depending on the game.

### **Controller**

- You can set buttons A through C on each Control Pad.

### **Sound Mode**

- Select either Stereo or Monaural.

### **Game BGM**

- You can play with or without BackGround Music.

### **BGM Test**

- You can check and listen to the BGM from the game.

### **SE Test**

- You can hear different game Sound Effects.

### **EXIT**

- Select EXIT or press the Start button to exit the Options mode.





## Team member selection

Select your team for soccer and basketball from 12 Tiny Toon Adventures characters.

- Select your team members by moving the Directional button left and right. Move the button up and down to select their playing positions and then press the A or C button. Press the B button to cancel your selection.
- To select team members when there are three or four players, then 1P and 3P are the team captains. These players will pick the team members in 1P/2P vs 3P, or 1P/2P vs 3P/4P games.
- When playing against the computer, select your team before selecting the computer team.
- Also, select team members before soccer and basketball games in the Story mode. Although the selection process is the same as above, you are limited to the four characters Buster, Babs, Plucky and Hamton. In this mode, the computer team is pre-selected.

# Fields of daydreams

After you have selected soccer or basketball team members, select the game venue by pressing the Directional button on 1P's Control Pad up and down and then pressing the A or C button.

- **Stadium:** A regular stadium with no particular traps or devices.



- **Western:** If you get too close to the horse in the corner of the field, you'll get kicked. Also, barrels will roll out at you in this stage.



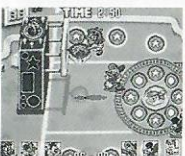
- **Forest:** Thorny bushes may cause you to trip and fall down.



- **Downtown:** Don't slip on spilled oil!



- **Montana Max Playroom:** Hit the toy train or car, you'll go flying! Also, a scoring wheel determines how many points are awarded for each basket.



# Operations

1) Directional button: Moves your character in different directions

2) Start button: Pauses or ends game.

(Can be changed in the Options mode.)

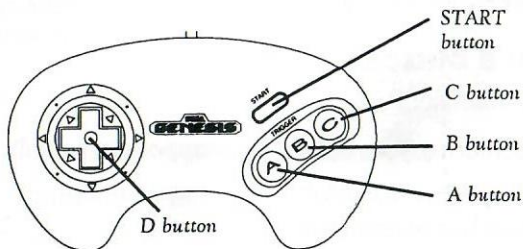
Button—Soccer function—basketball function

3) A button—Kick/tackle—Shoot/steal, block

4) B button—Pass—Pass

(Also switches players in both games)

5) C button—Special move



# Soccer

## 1) Directional button

Moves players—except the goalie, who is automatic during the game.



## 2) A button

- Offense: Shoot

Diving head shot (Directional button + A after a centering pass or when intercepting an opponent's airborne ball).

- Defense: Tackle

Slide (Directional button + A)

## 3) B button

- Offense: Pass

Centering pass (when near opponent's goal).

Overhead "bicycle" kick—after a centering pass has been made.

- Defense: Change the character you control.

## 4) C button—Special technique

- Press again to cancel Special Technique (does not apply to Calamity Coyote).

With some characters you need to press A or B after the special technique to use the technique to its full advantage.



# Basketball

## 1) Directional button

Moves player

## 2) A button

- Offense: Press to jump. Press A again during jump to shoot.

- Defense: Steal (Directional button + A)

Shoulder block (A button)

## 3) B button

- Offense: Pass

For a jump pass, press A to jump then B to pass (while in midair).

- Defense: Change the character you control

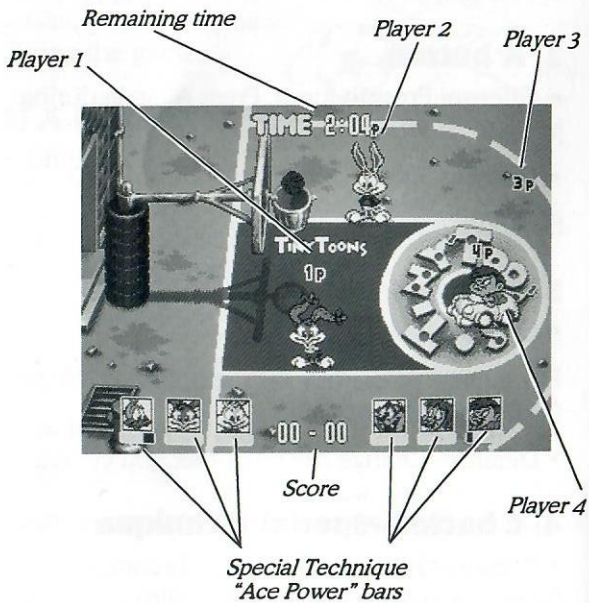
## 4) C button—Special technique

- Press again to cancel Special Technique (does not apply to Calamity Coyote).

With some characters you need to press A or B after the special technique to use the technique to its full advantage.



# Screen play



## **Special techniques & aces**

Each character has a Special Technique and a surefire power shot -- an "Ace", but you must gain the Ace Power to use them. As you use these techniques and shots, your Ace Power decreases. When the red portion of the power gauge is almost full and your character begins sweating, you won't be able to use the Special Techniques and Aces. When your Ace Power is completely gone, your character passes out. Ace Power will be restored after a while, although each character's recovery speed is different.

When the power gauge for Special Techniques and Ace Power is full and the character stops sweating, press the C button to activate his/her special technique. Press the A button to deliver the Ace shot that may knock down a goalie or sink a shot from across the court. Experiment to discover all the cool moves! (Excludes some characters.)

# Subgame Operations

Up to four players can join in a subgame at the same time. Non-player participants are controlled by the CPU so that each event has four characters involved. (The adapter is required when three or four players participate.)

## Subgame 1: Obstacle Course

Race three times through a course filled with obstacles and other items to see who finishes first.

### Operations

Move the character using the Directional button while repeatedly pressing the A or C buttons. The faster you press, the faster you run.

### Items

Items fall at fixed positions throughout the course to make characters accelerate, decelerate, change position with another character or become indestructible against enemies.

Since items are always changing their appearance, you'll know their effects only when you actually get them.

### Penalties

When slow-running characters find themselves near the end of the screen, they are automatically returned to near the center of the screen for a one second penalty.



## **Subgame 2: Bowling**

Bowl five frames for the highest score.

### **Operations**

- Select bowling position and speed.

When your character appears, press the Directional button up and down to change the position, and left and right to change the speed, then press button A or C.

#### 2) Adjusting the angle

When the angle gauge begins to move, press button A or C to lock-in the bowling angle.

#### 3) Fine-tuned angle adjustments

For more precise angles, press the Directional button up and down while the character is in stride.

#### 4) Ball curve

To change the ball's curve, press the Directional button up and down while the ball is rolling. The more you increase your speed, the more difficult it becomes to make fine angle adjustments and curve the ball. You can also deliver a super powerful Hurricane Ball by setting the maximum speed and bowling in a straight line.

## Subgame 3: Montana Max Bop-a-thon

Use a rubber mallet to bop the Montana Max images that pop up from holes to gain points within the time limit. Don't get caught in the blast of falling bombs or you'll be blown away.

### Operations

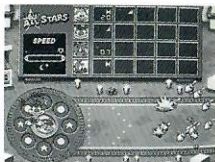
Use the Directional button to move and press button A or C to pound down the enemy.

### Points

Montana: 100 pts

Elmyra: -300 pts

Dizzy: -100 pts



*Bowling*



*Obstacle course*

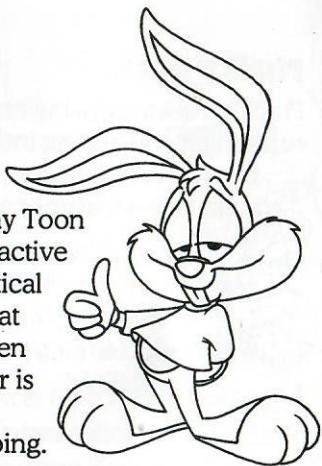


*Montana Max  
Bop-a-thon*

# Characters

## Buster Bunny

Buster Bunny is the main character of Tiny Toon Adventures. A super-active bunny, he loves practical jokes. He is excellent at sports and a better than average player. Buster is especially skilled at running fast and jumping.



**Special Techniques—Dash:** Dashes at a super high speed.

**Soccer Ace: Sonic Shot**

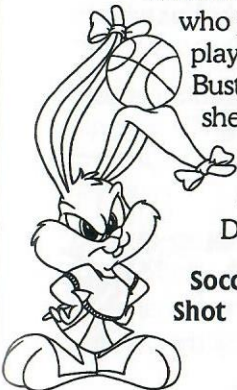
**Basketball Ace: Ear Dunk Shot**

## Babs Bunny

Babs is Buster Bunny's female friend who just can't stand staying still. As a player, she is roughly as strong as Buster. Whether a player or not, she's a cheerleader during half time.

**Special Technique—Dash:**  
Dashes at super high speed.

**Soccer & Basketball Ace: Stardust Shot**



## Plucky Duck

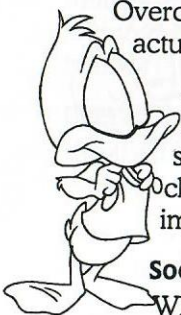
Plucky is always poking his beak into something and getting into trouble.

Overconfident about his own strength, he's actually a player of average ability.

**Special Technique—Flying:** Flies for short periods of time and drops sixteen-ton weights from the sky. Any character hit by one is temporarily immobilized.

### Soccer & Basketball Ace: Press Shot

When he's crushed by one of his own falling weights, the ball goes flying from Plucky's mouth.



## Hamton

Hamton is a very cute pig, although he's a bit of a coward and a worrier. Naturally, he eats any food, except pork. He's not too good at sports and he moves a little slowly, but with his strength, he'd make a good goalkeeper.

**Special Technique—Curled Hamton:** Leaps forward with the ball tucked in a curled position.

### Soccer & Basketball Ace: Rolly Polly Belly Bump

Flies toward the goal with the ball tucked in a curled position. (Can be controlled using the Directional button.)





## Montana Max

Montana Max is Buster Bunny's enemy. A real bully, he comes from a wealthy family. He's quite powerful, but overconfident. He is also a major ball-hog.



**Special Technique**—Montana Max Power. Calls a car from off-screen and runs down anyone who gets in his way.

### Soccer & Basketball Ace: Rich Man's Shot

A jet fighter appears in the Montana Max Playroom stage. The plane releases weights instead of firing shots.

## Elmyra

Kind, gentle Elmyra loves animals. She is always trying to do something for others, but for some reason, the situation always ends up worse. Of normal abilities, Elmyra responds super quickly to the ball. At half time, she is a cheerleader.

**Special Technique**—Clinging: Clings to whoever draws near, causing them to pass out.

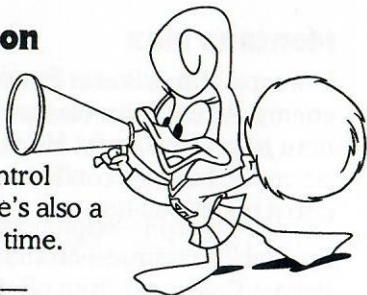
### Soccer & Basketball Ace: Lovey Dovey Shot

Clings to the enemy, forcing him to shoot the ball.



## **Shirley The Loon**

Shirley is a female duck with a strange psychic power--she can control the ball by ESP. She's also a cheerleader at half time.



**Special Technique—**

**Floating:** Moves while floating in air.

**Soccer & Basketball Ace: Psychic Volley**

Shirley is really using her brain to score!

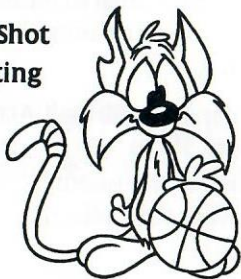
## **Furrball**

Furrball's a flea-infested hobo kitten, but he's an excellent player who really goes for the ball and plays a physically tough game.

**Special Technique—Ball-riding:** Moves while balanced on a ball.

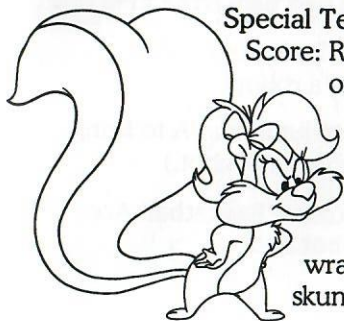
**Soccer Ace: Ball-riding Shot**

**Basketball Ace: Rotating Jump Shot**



## Fifi

This female skunk is always falling for somebody, but when she does, she sprays an intense odor. She's especially good at long shots. At half time, Fifi's a cheerleader.



**Special Technique—Eau de Score:** Releases skunk odor only when she has the ball.

**Soccer & Basketball Ace: Sweet Shot**

Shoots while wrapped in an aura of skunk odor.

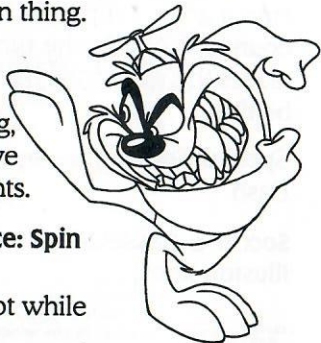
## Dizzy Devil

Dizzy dreams about food, loves a good party and ends up breaking everything in sight. He's an excellent attacker with tons of stamina. Goalkeeping is his main thing.

**Special Technique—Spin Attack:** Spins as he sends enemies flying, but he can't easily move in the direction he wants.

**Soccer & Basketball Ace: Spin Shot**

Delivers a powerful shot while spinning.



## Calamity Coyote



A genius with machines, this bungling coyote is unbelievable.

Because he's so clumsy, he's not very good at handling the ball. His best play is the long shot.

**Special Technique—Robot:**  
Operates a robot.

(Press B to jump and A to bring out the mini-robot.)

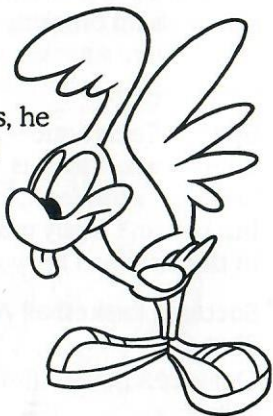
**Soccer & Basketball Ace:**  
**Robot Shot**

## Little Beeper

A born sportsman, Little Beeper is a speed freak and an average player. He's a great jumper, of course, and when he runs, he leaves the rest of the field behind.

**Special Technique—**  
**Dash**

**Soccer & Basketball Ace:**  
**Illusion Shot**



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## Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

 85¢ per minute for recorded hints

 \$1.15 per minute for live support from a game counselor

 Touch tone phone required

 Children under 18 years old must have the parental permission before calling

*Hints are available 24 hours a day. Live support Monday-Friday 8:30AM—5:00PM CST only. Prices and availability subject to change. U.S. accessibility only.*

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**CompuServe:** To reach our Consumer Support board in the Video Game Publishers Forum, type GO KONAMI at any "!" prompt. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your free introductory membership and \$15 usage credit.

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