

NEED HELP WITH INSTALLATION, MAINTENANCE,
OR SERVICE? CALL 1-800-255-3700.



Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

Printed in Japan

Nintendo

GAME BOY

DMG-BY-USA-2

THE
BUGS BUNNY™
CRAZY CASTLE
2

INSTRUCTIONS

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality ®



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.

Thank you for selecting THE BUGS BUNNY CRAZY CASTLE 2™ Game Pak for the Nintendo® Game Boy® system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

CONTENTS

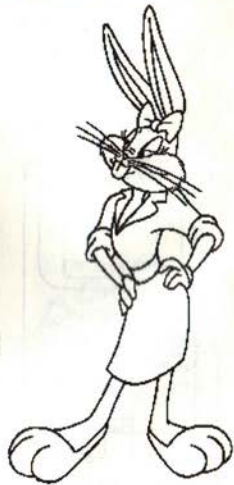
Introduction	2
Using The Controls	4
How To Play	5
Game Details	7
Other Items	10
The Rascals	12
Limited Warranty	16

TM AND © WARNER BROS. 1996
© 1991 KEMCO. LICENSED TO NINTENDO.
TM AND © ARE TRADEMARKS OF
NINTENDO OF AMERICA INC.
© WARNER BROS. 1996 / KEMCO /
NINTENDO OF AMERICA INC.



Okay, Doc, here's what's up!
During a party at the Wicked Witch's castle, the Witch nabbed Honey Bunny™ and locked her away deep within the castle. It's up to you to search through the 28 chambers of the castle and rescue Honey Bunny from the

clutches of the Witch. You'll have to watch out for rascals like the Tasmanian Devil,™ Wile E. Coyote,™ Yosemite Sam™ as well as hidden trap doors. Fortunately, there are weapons, tools, shields, and magic potions to be found that will aid you in your quest. Good luck, Doc!



USING THE CONTROLS

Control Pad

Used to move Bugs Bunny. Use the up and down directions to help Bugs climb stairs and ladders or to enter the pipes. Also used to enter password letters and to select from menus.

SELECT Button

Not used.

START Button

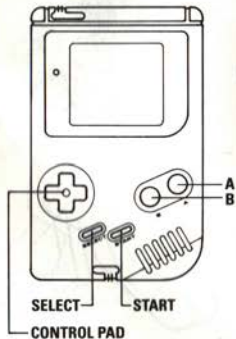
Used to start the game and may also be used to pause the game during play. The START Button will resume a paused game.

A Button

Used to utilize a weapon.

B Button

Same as the A Button.



HOW TO PLAY

Starting the Game

Insert the Bugs Bunny Crazy Castle II Game Pak into the GAME BOY and turn on the power. First "Nintendo" will be displayed, followed by the Bugs Bunny Crazy Castle II license screen, and the title screen.

Choosing the Level

You can choose to start the game from the first level (START) or enter a password to start from a higher level (PASSWORD). These passwords are given to you as you complete each of the levels. Use the control pad to move the cursor to the desired choice and press the START button.

If you choose to enter a password, you will be given the opportunity to enter a four character code. Use up and down on the control pad to change the flashing character to another letter. Use right and left on the control pad to change character positions. Press START





when you are done entering the password. If you enter the password correctly, you may begin play from the higher level. Otherwise, you will begin from the first level.

When the overall level map is displayed, press the A Button to begin the game.

The Objective

You begin the game with 5 lives. Your goal is to complete all 28 levels by picking up all the keys on each level while avoiding or defeating the rascals. If you are captured by one of the rascals, you lose a life and have to start the level over again. However, you can safely pass the rascals through passageways and pipes. If you are successful, you will face the Wicked Witch in the final showdown!

If you are successful in completing a level, you receive an additional life and are given the password for the level. If you lose all your lives, you will be given the

chance to continue the game from the current level. To do this, use the control pad to highlight YES and press the START button. Otherwise, you can start the game from the first level.

GAME DETAILS

Controlling Bugs Bunny

Use left and right on the control pad to move Bugs Bunny across the screen.

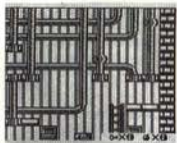
Climbing

You can use the up and down directions on the control pad to help Bugs Bunny climb up or down stairs, ladders, and the like.

Passageways

Some levels have passageways that lead up or down to other floors. To use these passageways, push up or down on the control pad when Bugs Bunny is in front of the entry. You can safely pass the rascals in the passageways.





The Pipes

Some levels contain pipes that Bugs Bunny can use to escape. To enter the pipes, move to the entrance of the pipe and press up or down on the control pad. Bugs Bunny will appear at the other end of the pipe. You can safely pass the rascals in the pipes.



Doors

To enter a door, press the up direction on the control pad. You will find many useful items in the many secret rooms of the castle.

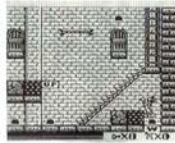


Catapults

The catapults let you reach upper floors in the castle's chambers. To use the catapults, move Bugs Bunny onto the floor marked with "UP" and away we go!

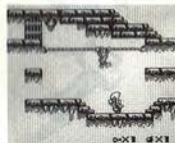
Warpways

These warpways teleport you to another part of the chamber. To use the warpway, simply step onto the floor marked with the "W." You can safely escape the rascals through the warpway.



Tightropes

Some levels contain tightropes that can be used to move from one part of the chamber to another. Use the left and right directions on the control pad to move Bugs Bunny along the tightrope.



OTHER ITEMS



Keys

You must locate all the keys on each level of the game.



Bow and Arrow

If you pick up the bow and arrow, you can shoot it at one of the rascals by pressing the A Button.



Hammer

The hammer can be used to remove some obstructions. There are other tools that will help you overcome obstacles.



Pick Axe

The pick axe can be used to climb over some obstructions.



Bomb

After picking up a bomb, you can detonate it by pressing the A Button.

10 Ton Weight, Chests

You can push one of these onto the rascals.



Shield

This will protect Bugs Bunny from the rascals for a short time.

Magic Potion

The magic potion temporarily gives Bugs Bunny the power to overcome any rascal that he encounters.

Lightning Bolt

The lightning bolt will eliminate any rascals on screen.

Clock

The clock will temporarily slow down the rascals.

Carrot

One additional life.



THE RASCALS



Beaky Buzzard



Daffy Duck



Foghorn Leghorn



Little Ghost



Marc Antony



Merlin the Magic Mouse



Miss Witch Hazel



The Moth & His Flame



Sylvester



Tasmanian Devil



Tweety



Wile E. Coyote



Yosemite Sam

3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product.

Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER™ or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACTED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS 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. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States