

KEMCO ▲ SEIKA

DMG - BY - USA

Nintendo

GAME BOY<sup>®</sup>

Exclusively distributed by:  
Seika Corporation, USA  
20000 Mariner Avenue, Suite 100  
Torrance, California 90503  
(213) 373-8127

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Printed in Japan

THE  
**BUGS BUNNY**<sup>™</sup>  
CRAZY CASTLE  
**2**

**INSTRUCTIONS**



This official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy system.

## PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

1. This Game Boy system is a very fine instrument. Keep it away from very high temperature and mechanical shock, at all times. Never disassemble it for any reason.
2. Never touch the terminals with your bare hands or get them wet. This could cause damage.
3. Do not clean the case with solvents of any kind, such as thinner, benzene, alcohol, etc.
4. If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

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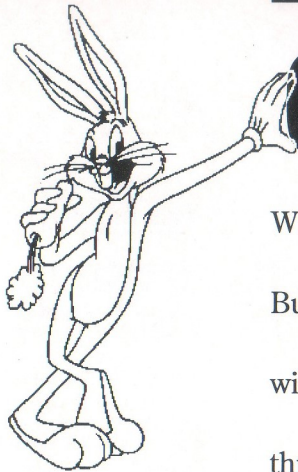
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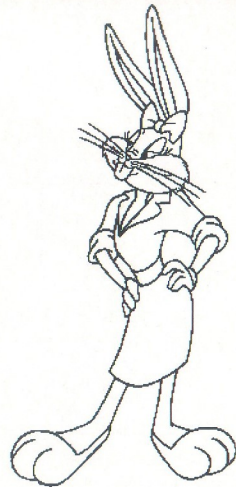


**O**kay, Doc, here's what's up!  
During a party at the Wicked Witch's castle, the Witch nabbed Honey Bunny™ and locked her away deep within the castle. It's up to you to search through the 28 chambers of the castle and rescue Honey Bunny from the

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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!

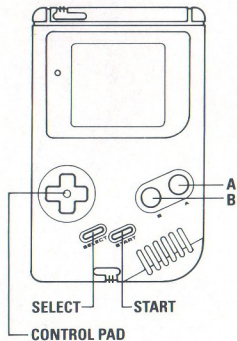
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## USING THE CONTROLS

### 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

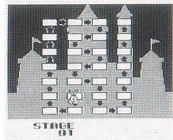
Insert the Bugs Bunny Crazy Castle II Game Pak into the GAME BOY and turn on the power. First "Nintendo" will be displayed, followed by the Bugs Bunny Crazy Castle II license screen, and the title screen.

### 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

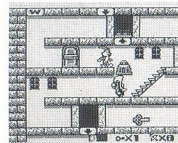
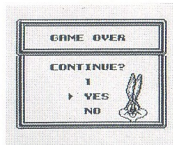
Use left and right on the control pad to move Bugs Bunny across the screen.

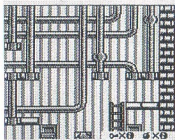
#### Climbing

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

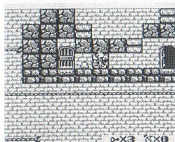
Some levels have passageways that lead up or down to other floors. To use these passageways, push up or down on the control pad when Bugs Bunny is in front of the entry. You can safely pass the rascals in the passageways.





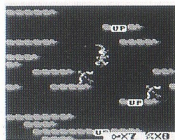
### The Pipes

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

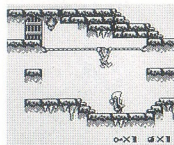
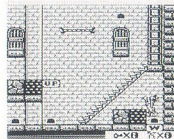
The catapults let you reach upper floors in the castle's chambers. To use the catapults, move Bugs Bunny onto the floor marked with "UP" and away we go!

### 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.



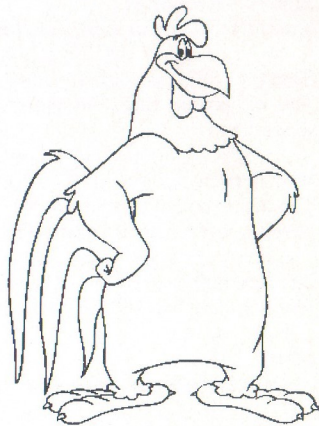
**THE RASCALS**



**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**

## 90-DAY LIMITED WARRANTY KEMCO/SEIKA GAME PAKS

### 90-DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that this Game Boy Game Pak ("PAK")(not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, SEIKA will repair or replace the PAK, at its option, free of charge.

#### To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling (213) 373-0404. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the SEIKA Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with our sales slip or similar proof-of-purchase within the 90-day warranty period to:

**Seika Corporation, 20000 Mariner Avenue, Suite 100, Torrance, CA 90503**

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

### REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CORPORATION Consumer Service Department at the phone number noted above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for SEIKA to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

If after personal inspection, the SEIKA Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

### WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEIKA BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages so the above limitations and exclusion may not apply to you. This warranty