COMING SOON ON N64®



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NUS-NTXP-UKV

INSTRUCTION BOOKLET

TAZ™ EXPRESS



INFOGRAMES

NINTENDO 64

WARNING : PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

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TAZ™ EXPRESS

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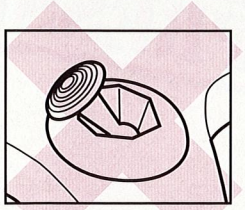
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THE NINTENDO 64 CONTROLLER

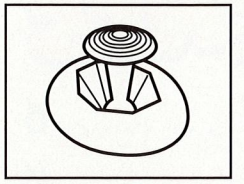
Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Holding the Nintendo 64 Controller



While playing Taz Express, we recommend you use the hand positions shown at left. By holding the Controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access A, B or C Buttons. Use your left index finger to operate the Z Button on the back of the Controller and your right index finger to operate the R Button on the top.

STORY



Recently Taz™ has been spending all his time lying around at home in front of the TV. He doesn't see this as a problem. She-Devil™, on the other paw, isn't very happy about lazy little critters that do nothing but watch TV! After all, nobody really likes a lazy Tasmanian Devil! She has decided that Taz needs a job – nothing too hard, you understand! Just something to get him out of the house... She-Devil has found just the job for him. Taz is going to be a delivery boy for the express package delivery service, Taz Express.

But Taz the delivery boy? Would you trust Taz to deliver a fragile package, or even any package? Before he knows it, Taz is on the way to his first job. He's been given one big, important looking crate and all he has to do is deliver it to a somewhat familiar address. Of course, he also has to make sure that it gets there in one piece.

Along the way, Taz will have to make sure the crate doesn't get delivered to the wrong place, blown to bits, crushed, run over, sawn in two, stolen by enormous vultures or crate-napped (like kidnapped, only more boxy) by Martians! It's a hard life being Taz!

Your job is simple: you have to make sure Taz protects his crate and gets it delivered to the right address. Even better, Taz has got only three attempts (or crate "lives") to get his crate delivered!

Easy, huh? Well, maybe not so easy... but it's going to be fun!

GETTING STARTED

Starting out is pretty easy:

- Insert the Taz Express Game Pak into your Nintendo 64 Control Deck.
- Plug your controller into the left-hand socket on the Control Deck.
- If you have a Rumble Pak you can plug that into the controller too.
- Press the Power Switch and follow the on-screen instructions!

Once you've done that (and if you've plugged all the TV leads and power leads in, of course) the game will start up...



Press the **Start Button** to stop the introduction to the game.
Choose your language with **up** and **down** on the **Control Pad** then press the **Start Button** to confirm the language you want.

Here, you can do the following:



- Pick a saved game and continue.
- Start a new game.
- Erase an old game that you don't want any more.
- Change game options.

SELECTING A SAVED GAME

You can have up to three saved games at any one time (we'll get to saving games in a minute).

Move **up** and **down** the list of saved games with **LEVEL TITLES** with the **Control Pad** then press the **Start Button** to confirm your choice.

START A NEW GAME

Move **up** and **down** the list of games until you have selected **EMPTY, START NEW GAME** with the **Control Pad**, then press the **Start Button** to confirm your choice.

ERASE A GAME

Move **up** and **down** the list until you have selected **ERASE A GAME** with the **Control Pad** then press the **Start Button**. Now move up and down the list of games and then press **Start** again to remove that saved game. Once you've done that, the game is gone for ever, so make sure it's the right game you want to throw out!

Once you've erased a saved game, **EMPTY, START NEW GAME** replaces the **LEVEL TITLE**.

GAME OPTIONS

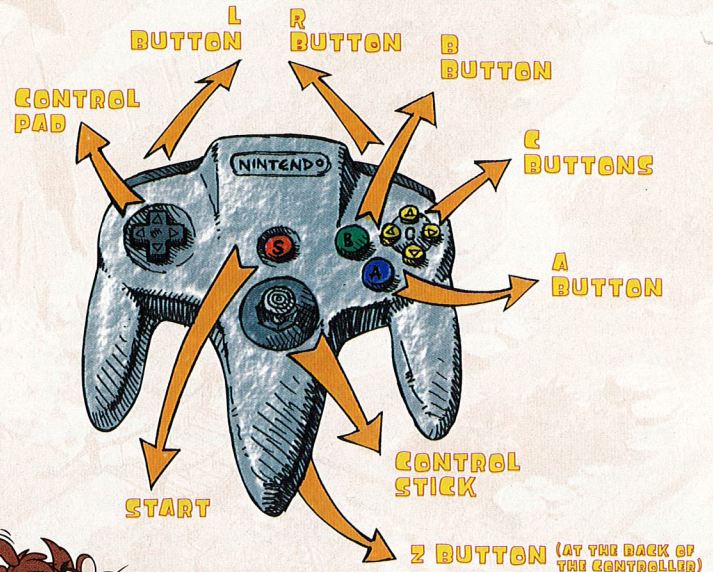
This allows you to change how your game is set up. The options you can change are:

Language	**Europe: English, Français, Deutsch, Nederlands, Español, Italiano** **North & South America: English, Français, Español,**
Use Rumble Pak	**Yes or No**
Sound Volume	**0 to 10**
Music Volume	**0 to 10**
Sound Type	**Mono or Stereo**
Exit	

Move **up** and **down** the list with the **Control Pad** until you reach the option you want to change, then use left and right to change that option.
When you've finished – or if you don't want to change anything – move to the **exit** option and press the **A** or **B Button**

TAZ'S COOL CONTROLS

Taz can do loads of things in Taz Express, apart from just carrying his crate around. You control what he does through your clever and cunning use of the **Buttons** and the **Control Stick.** And don't worry if you're not clever and cunning when you control Taz at the start of the game. You soon will be! The first level in the game gives you the chance to practice using nearly all of the controls. As you might expect, Taz moves about just like, well, Taz! He can walk and run around, carry and throw lots of things - including the crate - and eat stuff. Lots of stuff. He can even whirl himself up into a mad spin that allows him to tear his way through many obstacles.





START: Start, Pause, Save, Quit

CONTROL STICK: Walk, Run, Skate, Swim, Fly jet pack

A BUTTON: Jump (jet pack thrust) or Throw (when carrying an object or the crate)

B BUTTON: Pick up / Eat, Start and Stop Spin, Read Signs or Put down (when carrying an object or the crate)

C BUTTONS: Up : see the crate
Left, Right : rotate camera fixed in some levels.

TAZ CARRYING THE CRATE OR AN OBJECT.

- **PAUSE:** The **Start Button** pauses play (and we'll talk about this more in just a minute).
- **MOVE:** The **Control Stick** is used to move Taz. The longer you push the **Control Stick** in a particular direction, the faster he'll walk (but not too fast, because he has to look after the crate).
- **THROW THE CRATE:** The **A Button** makes Taz throw the crate straight up in the air. If Taz is at full food energy he does a super throw and can now run around and do other stuff while the crate is up in the air and his hands are empty. But he'd better be ready to catch the crate when it comes back down! A big red arrow appears to show you where the crate is if Taz isn't near enough to catch it.
- **THROW AN OBJECT :** Once Taz is carrying something (like a box or a barrel or a cactus), pressing **Button A** will make him throw it in the direction he's facing. This isn't the same as Taz throwing the crate into the air! The crate goes up then comes down – other stuff gets thrown away from Taz!
- **PUT DOWN:** The **B Button** makes Taz put the crate down carefully on the ground. This is very important, because Taz can do other things when he's not carrying the crate. Taz can put the crate down on **Buttons** and special tiles in the levels to make all kinds of weird and not-so-weird stuff happen! The big arrow at the bottom of the screen points to the spot where the crate is at the moment. This is usually where Taz has put it down, but not always! Pressing **Button B** again makes Taz pick up the crate.

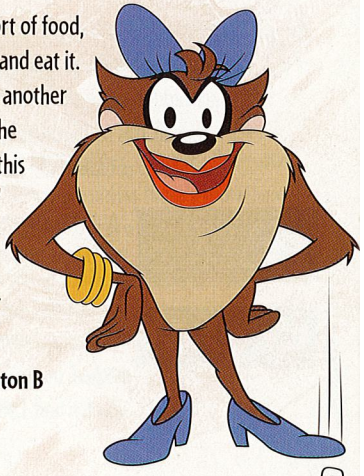


- **CARRY:** When Taz is standing still and facing an object that isn't food or the crate, pressing **Button B** will make him pick it up and carry it about. This won't work with everything in the game, but it is worth trying on lots of things! Pressing **Button B** again makes Taz put down whatever he is carrying, but you'd worked all that out already, hadn't you?
- **CAMERA:** Pressing the **C up Button** changes the on-screen view to the Crate Camera. This is really useful when Taz has put the crate down somewhere and you want to check that it is still OK. Sometimes a crate left alone will be attacked or stolen by enemies of Taz!

REALLY EXCITING THINGS TAZ CAN DO WITH HIS HANDS FREE !

OK, so Taz can carry his crate about. But when he's not carrying his crate around he can do all of these useful things:

- **RUN:** The **Control Stick** is still used to make Taz walk. But this time, if you hold the **Control Stick** in a particular direction, he'll start running. This is cool and useful, but you'll also see a sort of ladder thing in the bottom left-hand corner of the screen. This is a power gauge, and when it's full up, Taz can't run any faster, but he can do something even better!
- **SPIN:** Press the **B Button** when the power gauge (OK, ladder thing) is full, and Taz starts spinning! When Taz is spinning, he can smash his way through walls, bushes and knock down trees , enemies etc... Just use the **Control Stick** to point the spinning Taz at the wall (or whatever) you want to knock down. Taz can also knock down some opponents when spinning as well, so it's really quite useful! Try having Taz spin into all kinds of things to see what happens, but be careful near the crate because Taz can damage it when he's spinning. Pressing the **B Button** again when spinning stops Taz. There are also special tiles in the game that make Taz spin instantly.
- **JUMP:** Press **Button A** to jump. Easy-peasy, that bit. Jumping when walking or running is not only allowed, but sometimes quite a good idea too! But – and this is a fairly big but – you can't have Taz jump when he's spinning or carrying the crate.
- **PUSH:** Taz can push some objects by walking into them. If something is moveable, Taz will push it automatically.
- **EAT:** When Taz is standing still and facing some sort of food, pressing **Button B** will make him pick up the food and eat it. Yummy. Taz needs food for energy, and you'll see another ladder thing in the bottom right-hand corner of the screen showing you Taz's food energy. Taz needs this to be fairly full so that he has enough "oooomph" to run and spin. So keep eating stuff! And some (but not all) food comes back after a little while if Taz needs another quick snack. No matter how big a food item is Taz can always swallow it!
- **PICK UP:** Finally, facing the crate and pressing **Button B** picks it up again.



PAUSE, SAVE & QUIT



When you're playing the game, you can pause it at any time. Just press the **Start Button.** To restart play, press **Start** again. Pausing the game also tells you how many bonuses Taz has collected on the level so far.

Saving a game is nearly as easy! Press **Start** and then move to Save & Quit with the **Control Pad,** and press **Start** again. Your game is saved as one of the three possible saved games. Clever, huh? When you want to play again, just select that saved game.

You can also quit without saving, which means that your game is forgotten for good. Just press **Start** during play, then select Quit without Saving and push **Start** again. You'll have to start playing from the beginning or from an old saved game if you do this.

GAME SCREEN

As soon as you start playing Taz Express, you'll notice that there is important-looking stuff on the screen.

Really important items like the crate are shown all the time. Other stuff, like the energy ladders, and bonuses are only shown when you need to see them or when you pause the game.



Bonuses Collected – In the top left hand corner of the screen you will find the number of bonuses collected in the level so far and the total number of bonuses that are hidden somewhere in the level. Just keep looking in odd places to find and collect them all. It is really worth it, as it gives you an extra crate and therefore an extra try or "life"to complete the game easily.



Spinning Power Bar– When the spinning power bar on the bottom left is full, Taz is running fast enough to start spinning.



Taz's Power Bar – At the bottom right, Taz shows three different faces: angry, normal or panting depending on his energy level: Full, half or empty. Being bashed, bonked or otherwise biffed by his enemies makes Taz lose energy, which is bad. Eating food means that Taz gains energy, which is good.



Big Crate– In the middle of the screen at the bottom the big black and white crate shows how damaged the crate is. If the crate gets really destroyed, it is lost and a new crate is sent to Taz for delivery. The colour of the crate also shows whether it's safe or not after Taz has put it down somewhere. When the crate glows red, it's in danger, and it might be a good idea to have Taz run back to the crate and see what the problem is. When the crate glows green, it's really, really safe from everything. Taz has put the crate down on a safe crate tile, and a big, steel safe has locked it away from his enemies. This can be very useful at times, as you'll find out when playing the game.

1,2,3,4... **Countdown numbers** – These are only shown when Taz has done a crate super throw. The numbers counting down show how many seconds it is until the crate needs to be caught again by Taz.



Tries – The little crates in the bottom middle of the screen show the number of tries or "lives" that Taz's crate has left. When there are no more "spare" crates, then the game is over. Collecting all the bonuses in a level gives you a new little crate!



Big Moving Pointy Arrow – When Taz puts the crate down, the arrow shows you the direction of where the crate can be found.

BUTTONS & HOT SPOTS (& SOME HINTS & TIPS!)



Throughout Taz Express you'll find buttons and special tiles on the ground.

Buttons allow special things to happen. Pushing a button might make a platform move, a bridge appear or a door open. You just can't tell until you try it! Buttons rarely do anything bad, so it's worth trying one when you see it.

All Taz needs to do is stand on the buttons. Then whatever the button does, happens! But – and this bit is important – some buttons only stay pushed for a little while unless there's something heavy, like Taz or something like the crate, a rock, a box or a barrel on top of them.

Special Hot spots, or Tiles do things to Taz and the crate, or are special locks. Look at a tile carefully before Taz steps on it, and you'll be able to guess what it does.

HERE IS A LIST OF HOT SPOTS OR TILES YOU WILL FIND IN THE GAME:



Spin Hot Spot: Allows Taz to spin instantly even without full power.



Jump Tile: Acts like a trampoline and makes Taz bounce across the world!



Safe Tile: Keeps the crate absolutely safe when Taz puts it down on top of it. A steel strongbox folds up around the crate and keeps it safe until Taz is near and wants to pick up the crate again.



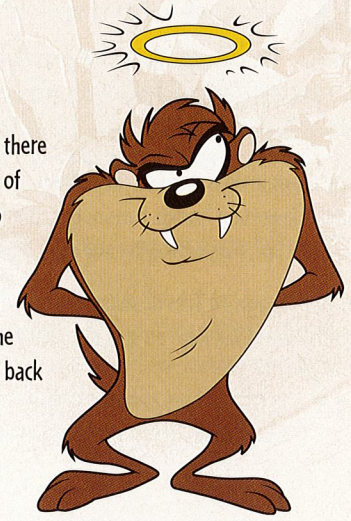
Lock Tiles: Are special because they have holes in them. You'll find brightly coloured keys dotted around some worlds that fit into these holes. All you need to do is have Taz put the keys on the tiles. Once you've done that, interesting things will usually happen (but we're not going to tell you exactly what, because that would spoil the surprise).

No matter what happens, you can always do something by pressing a button or walking onto a special tile! Sometimes, you might have to put stuff on top of buttons, and sometimes you'll have to push buttons in a particular order, but keep trying! Look around for rocks, barrels, boxes, cacti, key shapes and the rest to put on buttons and tiles, and you'll find that interesting and useful things happen! And yes, we could tell you more, but where would be the fun in that?

Hints & Tips Signs

You will find all along the levels some signs that are there to give you some helpful advice. When you see one of them, just walk close to it and press the **B Button** so the sign text becomes readable.

To see all the text, press the **A Button** when you have read the first screen and keep pressing until the end of the hint. When finished, press **A** again to get back to the game.



DELIVERY ROUTE

Taz has to carry his crate across many worlds before he can deliver it, and face many hazards along the way.

The map shows Taz's starting point, all the worlds he's going to have to cross, and the delivery address.



TAZ OUT BACK



This world isn't as risky for Taz and the crate as the later ones, so you can practice using all the controls here. There's plenty of food for a hungry Taz to keep up his strength as well. The point here is to get to the exit with the crate in one piece and find out just how clever you can be when getting Taz to do stuff. And we think you'll be pretty clever, because from now on, things get tough, and that means the tough go delivering!
But if you really need a big hint, then spinning around and bashing through things is always a good plan. Jumping about also helps!

TAZ TRAILS



This is a narrow path that leads up to a pretty big mountain. So keep going around and up, and you should find the exit. All this sounds pretty easy, doesn't it? Well, there's just one large, feathered problem – Beaky Buzzard™! He has his eye on the crate and will steal it, given half a chance.
You might find it quite useful to put something – like, say, a heavy crate or a rock – on some of the buttons in this world. And as long as Taz keeps the crate moving about, Beaky can't steal it!



BIG CITY, LITTLE TAZ

The mean streets of the city can be a little risky at times, even when all you have to do is carry a big crate from one end of the city to the other. And there are all those fast moving cars to avoid as well.



BIG CITY, BIG TAZ

Marvin the Martian™ makes his dramatic entrance! His UFO has stolen the crate using some kind of weird science energy beam thing. Fortunately (well, sort of fortunately), the weird science energy beam thing caught Taz as well, and he's grown to an enormous size! This would be pretty cool most of the time, but now it's really useful as well.

Taz needs to chase the UFO and the crate and try to jump up to grab it. Standing on buildings can help, and you might need to make more than one grab before more weird things happen!



X MARKS THE TAZ

Snatched away by Marvin the Martian, Taz finds himself on Planet X. Has the planet got its name from the shape of the trees, we wonder? Or does "Planet X" just sound scary and mysterious and cool? The answer is probably a bit of both. The bouncy trees can be quite fun, though! There's a couple of small problems, Taz hasn't landed in the same place as his crate, so he'll need to find it before the Instant Martians™ bomb it to pieces! And then there are a bunch of laser turrets pointing at him as well! Running might be a good idea, as would keeping an eye out for interesting buttons and a yellow key...

A-MAZE-ING TAZ

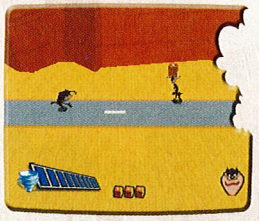
Marvin the Martian's base is just full of interesting stuff, like machines and conveyor belts and computers and, and, and... you'll just have to find out for yourself! Some of it is also quite dangerous, as are the robots that roam the corridors. It would be a good idea to keep Taz away from them and their clubs! You might find it useful to look for the coloured keys to unlock the paths that lead into different areas of the base. Then again, you could just stand there for hours and hours instead!

FIRING TAZ



This is Taz's big chance to get home, and in a really dramatic way as well! You see, there's this huge cannon, and all Taz has to do is work out how to turn it on, then fire himself and the crate back to Earth!

Look out for a big lever, and conveyor belts to take your crate to the cannon loading point. Simple, huh? It's a bit noisy too, especially for Taz inside the cannon when it goes off!



TAZ ON THE RUN, TAZ ON A ROLL, 3-2-1- TAZ

...And as if being shot from a huge cannon wasn't exciting enough, Taz now gets to chase his crate all over the desert! As soon as he and the crate land, Wile E. Coyote™ whizzes past and takes the crate!

As far as Wile E. Coyote knows – or cares – any crate that lands in his desert is an important delivery for him. Taz wanting the crate returned isn't enough. First, he has to catch this coyote, and then he has to knock him down while spinning after him.

If you're serious about catching Wile E. Coyote, keep moving in as straight a line as possible. Turning too much will slow Taz down.



TAZ IN A SPIN, TAZ IN A PRICKLE, LOOK OUT TAZ

Just because Taz has the crate back, doesn't mean that a cunning opponent like Wile E. Coyote is going to give up and go away. No chance!

Let's just say that Wile E. Coyote has made the next world as difficult and dangerous as he could. He wants that crate, and he's going to get it, unless you are clever enough to figure out how his traps work. But we know you are clever, so you don't need to be told that using the cacti buttons can be a big help. Oops. Told you now. Look, if anyone asks, we didn't tell you about the cactuses, OK? Thanks.



WILD, WILD TAZ

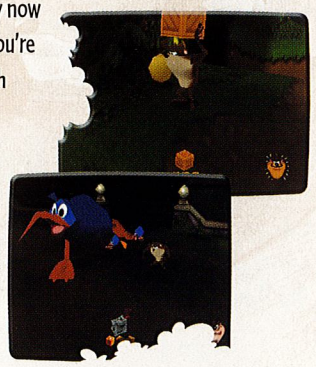
So now that Taz has his crate back and he's dealt with Wile E. Coyote everything is going to be easy, isn't it? Nope.
Taz has now arrived in a little Western town that is run by Sheriff Yosemite Sam™. He's got the crate hidden in one of the buildings and is now fast asleep. This would be fine, except that every building is full of very noisy traps. If Taz makes too much noise when he's sneaking about looking for the crate, Yosemite Sam will wake up and throw him in jail. This is not good.
Eating the traps won't wake Yosemite Sam, but it will do strange things to Taz, but then eating bombs does strange things to most people too. You have been warned!

TAZ GETS SWAMPED



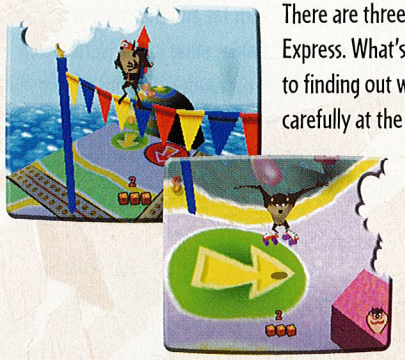
Swamp. Yuck. Messy stuff. Gets in your fur and everything. Anyway, Taz has to be careful going across the swamp. He'll need to build bridges with items lying around and make sure that he doesn't sink under the weight of the crate.
Of course, he can always watch the fireflies as well. They might fly around across bits of the swamp that are safe to cross...

TAZ DOWN UNDER



This is the last world for Taz to carry the crate across, and by now you should have a good idea about the sort of things that you're going to have to do. So we're not going to give you too much help here.
What? You want to know everything? Next, you'll be asking for the moon on a stick! And we're right out of long sticks round here, let me tell you. Let's just say that there's a nice surprise for Taz at the end of all this, and leave it at that. We're not going to say another word...

HIDDEN DELIVERIES

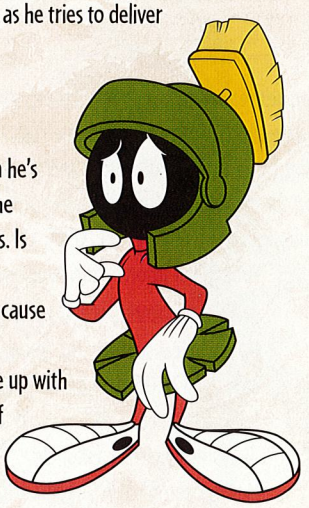


There are three secret destinations hidden away in Taz Express. What's in them? Well, that's part of the secret. And as to finding out where they are, you'll need to look very carefully at the special tiles dotted around in the other worlds. It might take a bit of patience to find the secret worlds, but they're definitely worth the effort!

OTHER CHARACTERS

Apart from Taz there are other Looney Tunes™ characters in Taz Express that just want to make life really difficult for our hungry hero as he tries to deliver the crate.

MARVIN THE MARTIAN™



Marvin the Martian is a really, really powerful guy. When he's not trying to watch the stars or conquer other planets, he spends his time annoying other Looney Tunes characters. Is this a good way to spend your time, eh?
In Taz Express, Marvin turns up in the Earth city to, well, cause trouble for Taz.
And why? The only explanation we've been able to come up with is that he's just very, very naughty, and utterly jealous of Taz's really neat and cool crate. Anyway, not satisfied with just messing Taz about, he also decides to kidnap Taz and crate-nap the crate. Is there no end to his interplanetary mischief?



WILE E. COYOTE ™

Wile E. Coyote accidentally gets involved with Taz and the crate. When he's not chasing Road Runner™, he spends his time waiting for deliveries from the ACME Company. They send him all kinds of wonderful things to help him catch his next meal, so why shouldn't this crate be another delivery from ACME? And why does Taz want the crate back instead of delivering it to Wile E. Coyote like he obviously should? Sometimes life can be very confusing, even in the middle of a desert.

YOSEMITE SAM ™



Every town needs a Sheriff. And everyone knows that you need a tough man to be a Sheriff. And everyone knows that Yosemite Sam is the meanest, toughest, rootin'est, tootin'est hombre north, south, east and west of the Pecos. Anyway, whatever an hombre might be, he's the best. And hombre's make tough Sheriffs. That's why Yosemite Sam is a Sheriff. It's Taz's problem that after getting the crate back from Wile E. Coyote, he should end up in Sheriff Yosemite Sam's town. Yosemite Sam is going to enjoy confiscating the crate when Taz gets to town. He's also going to enjoy throwing Taz into jail whenever he gets the chance. And he'll get the chance every time Taz makes too much noise!

HELP WITH TAZ EXPRESS

If you get really stuck with Taz Express, you can call the Infogrames United Kingdom Premium Helpline which is open to telephone calls 24 hours a day and should be called for all assistance on cheats, hints, tips, walkthroughs and player-guides. Please note that calls will be charged at 60p/min so please do get permission from the person who pays the bills before calling:

Premium Helpline number Tel: **0901 474 7477**

For further information please visit the official websites:

www.looneytunes-games.com

For technical support, the Infogrames United Kingdom Helpline is open to telephone calls from 10:00 to 19:00 Monday to Friday (except Bank Holidays).

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Ste Pickford - Producer / Level Designer
Steve Hughes - Project Leader / Programmer / Tool Designer
Andrew Pearce - Lead Artist / Level Designer
Jan van Valburg - Programmer / Tool Designer
David 'Bone' Gill - Programmer
Paul Salmon - Conceptual artist / 3D modellor
David Severn - Level Editor / 3D modellor
Ged Casserley - Texture Artist / 3D modellor
Steve Thomas - Animator

INFOGRAMES

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Product Manager: Benoit Auguin
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Art Director: Nicolas Pothier
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Benelux	Tim Verschure
Portugal	Gisella Vieira
Brazil	Alain Coutand
	Glauco Bueno
Nordic Countries	
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CONSOLE SUPERVISOR Julia Sturman
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TEST SUPPORT James Mc Carthy
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Kids WB Music, Interactive Entertainment
Rob Sebastian - Director
Brett Skogen - Producer
Scott Johnson - Marketing Manager
Jim Molinaro - Marketing Assistant
Charles Carney - Senior Editor and Creative Director
Allen Helbig, Peter Tuminello - Looney Tunes Artists
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