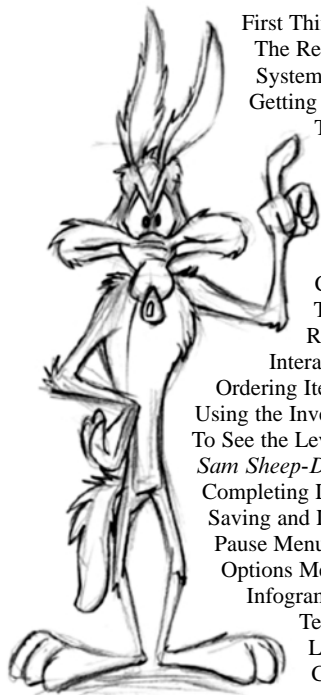


**Looney Tunes™ Sheep Raider™**  
**PC Manual**

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# FIRST THINGS FIRST

## The ReadMe File

The *Looney Tunes™ Sheep Raider™* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print. To view this file, do one of the following:

- Double-click on the ReadMe file in the *Sheep Raider* directory found on your CD drive, or
- Click on the ReadMe button from the Launcher screen.

## System Requirements

Operating System:	Windows® 98/Me/XP
Processor:	Pentium® II 350 MHz or higher (400 MHz recommended)
Memory:	64 MB RAM
Hard Disk Space:	32 MB Free
CD-ROM Drive:	8X Speed (16X Speed recommended)
Video:	8 MB (32 MB vRAM recommended) Windows® 98/Me/XP-compatible SVGA video card* (16 MB recommended)
Sound:	Windows® 98/Me/XP-compatible sound card*
Control:	Keyboard and Mouse (Gamepad recommended)
DirectX®:	DirectX® version 8.0a (included) or higher

\* Indicates device should be compatible with DirectX® version 8.0a or higher

## GETTING STARTED

Start Windows® 98/Me/XP. Insert the *Looney Tunes Sheep Raider* CD-ROM game disc into your CD-ROM drive. If AutoPlay is enabled, the title screen should appear. If AutoPlay is not enabled, double-click on the “My Computer” icon on your Win98/Me/XP desktop. Next, double-click on your CD-ROM icon. If the title screen still does not appear at this point, locate the **Play.exe** file in the game folder and double-click on it. A Launcher screen will appear.

The following icons are displayed on the Launcher screen:

**Install DirectX® 8.0a:** If you have an older version of DirectX® already installed on your hard drive, click on this icon and follow the instructions to install **DirectX® 8.0a**. If you have a later version of DirectX® already installed, you do not need to click this button.

**Game configuration:** Make sure that the configuration of the video, sound and controls are acceptable.

**Clear saves and config:** Delete your previous saves. If you don't want to keep them, click on the Yes button.

**Game Site:** Check out the website for this game (if you are connected to the Internet).

**Infogrames website:** Check out Infogrames' website (if you are connected to the Internet).

**ReadMe:** Check out the ReadMe file for this game.

**Play!:** Play the game.

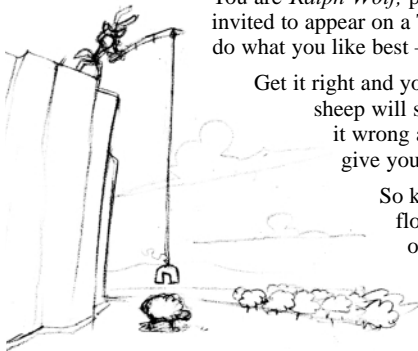
**Quit...:** Leave the game.

Once the game has started, choose your language from the wheel by pressing the right and left **arrow keys**. Confirm your choice by pressing the **Enter** key.



## TIME TO STEAL SOME SHEEP!

Welcome to the woolly world of the *Looney Tunes Sheep Raider* game!



You are *Ralph Wolf*, professional sheep thief, and you've been invited to appear on a TV game show (hosted by *Daffy Duck*) to do what you like best — steal sheep!

Get it right and you'll be showered with prizes, and all those sheep will supply you with lamb chops for years. Get it wrong and that hairy hound *Sam Sheep-dog* will give you a big fat paw-powered punching.

So keep it sly, keep it stealthy, and keep your floppy ears to the ground. *Sam Sheep-dog* is on the lookout and those sheep are looking nice, plump and very stupid. So do you think you stand a chance?

*Ewe bet!*

## MEET THE CAST

There are loads of crazy characters in *Sheep Raider* — most of them familiar faces who will be able to help you complete your mission. But that's just for starters...

### *Ralph Wolf*

You'll need all your craftiest capabilities to help *Ralph Wolf* steal all the sheep, because he's been trying for years and invariably ends up on the wrong side of *Sam Sheep-dog's* fist. But maybe this time it'll be different. He's the cousin of that other famous loser, *Wile E. Coyote*, and just like him, he never ever gives up trying. He's been flattened, blown up, dropped and scraped up, and still he comes back for more...



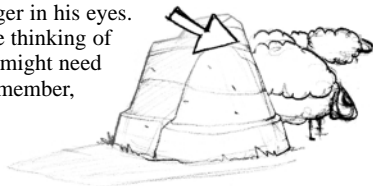


## Sam Sheep-Dog

No one's seen his eyes since he was a puppy, but somehow he always manages to spot *Ralph Wolf* before he steals one of his sheep. He's cool, calm and collected, standing watch over his furry flock with all of his senses on full alert. He doesn't expect even one sheep to be stolen while he's on duty, so it's going to take all of *Ralph Wolf's* skills to grab the entire flock!

## Sheep

They're slowish, sheepish, and a bit thick. They're happy to munch grass all day under the watchful gaze of *Sam Sheep-dog*, and they won't even run if they spot *Ralph Wolf* coming at them with hunger in his eyes. In fact, they can't see very far at all, so if you're thinking of luring them away from their woolly mates, you might need to try and appeal to their sense of smell. And remember, they're also very partial to a nice bit of lettuce.











## CONTROLS

### Menu Controls

FUNCTION	GAMEPAD	KEYBOARD
Up	Up	Up arrow
Down	Down	Down arrow
Left option	Left	Left arrow
Right option	Right	Right arrow
Validate / Action (Order / Use / Carry)	0 button	Enter
Exit / Cancel	4 button	Left Shift

## Game Controls

FUNCTION	GAMEPAD	KEYBOARD
Up	Up	Up arrow
Down	Down	Down arrow
Left option	Left	Left arrow
Right option	Right	Right arrow
Validate / Action (Order / Use / Carry)	0 button	X
Jump 	3 button	Spacebar
Run 	1 button	Z
Inside View 	4 button	Left Shift
Camera Left 	5 button	A
Camera Right 	2 button	S
Walk stealthily 	7 button	Left Ctrl
Quick Inventory 	6 button	Left Alt
Map 	8 button	F12

## TRAINING ZONE

You wouldn't expect a world-class sheep stealer to hit the heights without a little limbering up first, would you? That's why *Daffy Duck* will guide all new players through the Training Zone before the real game begins, so you can get the hang of some of the basics including walking, running and using the camera to get the best view of what's going on.

Make sure you pay attention, or you could find *Sam Sheep-dog* feeding you a knuckle sandwich sooner than you expected.

Once you've completed the Training Zone, you'll be ready to get into the game. But don't worry, there'll be plenty of help along the way when you encounter new objects or when new skills are needed.



## THE TV STUDIO

When you've finished the Training Zone, you'll return to the TV studio where you can enter the next level. To reach it, go through the open door and press the **Enter** (Action) key when prompted. When you complete a level, a door will appear in the studio, which takes you back to that level so you can replay it in the future.

## CONTROLLING RALPH WOLF

### Walking

Use the **arrow keys** to walk around the landscape. This is fine if you don't need to get anywhere in a hurry, or you don't need to be especially quiet.

If *Sam Sheep-dog* is on patrol though, you might want to do things a little more stealthily...



### Walking Stealthily

There will be plenty of times when normal walking is just too noisy, so to creep around the place like the sneaky wolf you are, just hold down the **Left Ctrl** (Stealth) key while you walk.



### Running

It's no good just wandering around at a leisurely pace all the time. When you need to pick up speed, steadily tap the **Z** (Run) key as you press the **arrow keys**. When you're running, you can zoom across crevices and gaps, but don't stop tapping that **Z** (Run) key, or you'll end up as wolf pulp.



### Jumping

A single press of the **Spacebar** (Jump) will make you leap up in the air. Get a little higher by pressing the **Spacebar** (Jump) again at the top of your jump — this will give you a double jump. Combine jumps with the **arrow keys** to direct yourself.

## CONTROLLING THE CAMERA

### Rotating The Camera

In a game of stealth like this one, you'll often need to look around the landscape to decide on your best course of action. Rotate the camera left or right using the **A** and **S** (Camera) keys, respectively.

### Inside View

To get right inside Ralph's head and "look" through his eyes, hold down the **Left Shift** (Inside View) key while using the **arrow keys** to scan the scene.





## TALKING TO CHARACTERS

As a crafty wolf on a mission, you might feel like just storming through the levels, stealing all the sheep, and heading off into the sunset with your prize. But you won't get very far if you don't stop to be sociable every now and again.

There are lots of characters out there who can give you useful information if only you'll stop and chat.

To talk to them, go up to them until TALK appears in the top left corner of the screen, then press the **X** (Action) key. If you press the **X** (Action) key again, you can scroll up or down through the speech using the **arrow keys**.

Press the **X** (Action) key for a third time, and you will skip the speech completely. (It's not wise to do this unless you've already heard everything they've got to say.) Sometimes, characters will ask you questions. Use the **arrow keys** to select your answer, then press the **X** (Action) key to confirm.



## READING SIGNPOSTS

Signposts with question marks are dotted around the place and may or may not tell you something useful. The only way of knowing is to go up to them until READ appears in the top left corner of the screen, then press the **X** (Action) key.

## INTERACTING WITH OBJECTS

There are all kinds of objects in the game that you can use to carry out your sheep thievery. You can find out precisely how to use individual objects by referring to the Inventory (see the "Using the Inventory Menu" section on page 11 for more information), but in most cases, you will need to press the **X** (Action) key to pick up and use an object.

You may also find that a nearby character will help you to use an object if you're not sure what to do.

Most importantly, you'll need to know how to carry sheep. Just walk up to one until CARRY appears in the top left corner, then press the **X** (Action) key. Press the **X** (Action) key again to put the sheep down.

## ORDERING ITEMS

Certain interactive items have to be ordered from a mailbox. You can find the location of mailboxes on the map (see the section called "To See the Level Map and Object List" on page 12 for more information). You will need to walk up to one and press the **X** (Action) key when ORDER appears in the top left corner of the screen. The item connected to that mailbox will appear somewhere on the landscape ready for you to go and pick up.



## USING THE INVENTORY MENU

The Inventory Menu contains all the items you have collected ready for use. To view the contents, hold down the **Left Alt** (Inventory) key and use the left and right **arrow keys** to scroll through them.

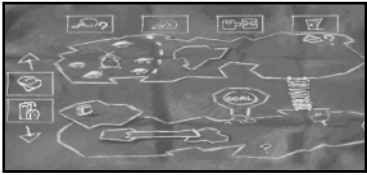


## Placing Items In The Inventory

Pick up an item by standing in front of it and pressing the **X** (Action) key when TAKE appears in the top left corner of the screen. The item will automatically be placed in the Inventory.

## Taking Items From The Inventory

When you want to make use of an item you have already collected, hold the **Left Alt** (Inventory) key and use the left and right **arrow keys** to highlight the item required. When it's highlighted above your head, release the **Left Alt** (Inventory) key.



## TO SEE THE LEVEL MAP AND OBJECT LIST

Press the **F12** (View Map) key. It shows you all of the objects available on a level along with a map marking important items and locations.

### Object List

Use the up and down **arrow keys** to scroll through this list of available objects. Remember that before they can be used, you need to order them from the appropriate mailbox. To find out which mailbox you need, highlight the object and a red circle will mark the correct one.

**Blue and white objects** are the ones that you have not yet collected on the level.

**Full-color objects** are the ones that you have picked up and can use.



#### Map

This is a plan of the current level.



#### Help

Highlight an object in the Object List, then press the **X** (Action) key to highlight the Help icon. Press the **X** key to read information about the object.



#### Use

Highlight an object in the Object List, then press the **X** (Action) key and use the **arrow keys** to highlight the Use icon. Press the **X** (Action) key to return to the game and use the object.



#### Combine

Sometimes, you will want to combine one object with another to get the effect you need. Highlight an object in the Object List, then press the **X** (Action) key and use the **arrow keys** to highlight the Combine icon. Press the **X** (Action) key, then highlight the second object, and press the **X**

(Action) key again. After combining the two objects in this way, return to the game using the EXIT icon, by selecting and confirming the combination with the **X** (Action) key, or by pressing the **F12** key.

## SAM SHEEP-DOG

You might consider yourself the coolest, calmest, craftiest wolf that ever prowled the Earth, but *Sam Sheep-dog* is out to prove otherwise. He watches over his flock of sheep very carefully, and if he spots you trying to steal one, you're dog meat.



When you get close to the flock, a Sam icon will appear in the top right corner of the game screen. The Sam icon rotates, showing the direction in which he is looking.

The background color indicates your status:



### Green

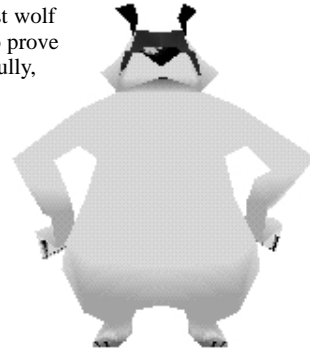
Sam won't be able to see you or to hear you, so you can walk normally.

### Orange

Sam will be able to see you if he looks directly at you, and he will hear you walking unless you walk stealthily by holding the **Left Ctrl** (Stealth) key.

### Red

Sam has seen you! You better escape fast or he'll be using you as a punching bag. There are ways of hiding from Sam even when you're right under his moist sheepdog nose, but you'll have to play to find out what they are...



## COMPLETING LEVELS

The aim of every mission is to steal a sheep from *Sam Sheep-dog's* flock, and get it as far as the goal at the end of the level. The goal is a large white circle. You will need to carry the sheep into the circle in order to finish the level.



## SAVING AND LOADING

Once you are at the TV Studio, go to the **Save** icon and press the **X** (Action) key to enter the Save Menu. You'll then have the option of starting a new game or loading a previously saved one by highlighting your choice and pressing the **Enter** (Action) key.

When activated, an Automatic Save will help you to save each time you finish a level or win a bonus. See the "Options Menu" section on page 15 for details.

## PAUSE MENU

Press the **P** or **Esc** key to pause the game. If you press the **Esc** key, you will have access to the following menu items:

### Options

See the "Options Menu" section on page 15 for details.

### Resume

Return to the point in the game where you left off.

### Restart Level

Return to the game at the beginning of the level you were on.

## Exit

Quit the level and return to the TV Studio.

## Quit

Quit the game and return to the desktop.

## OPTIONS MENU

### Sound Options

Use the **arrow keys** to adjust mode (Stereo, Reverse Stereo or Mono), SFX Volume, Voice Volume, Music Volume and Subtitles Text (YES or NO).

### Controller Settings

Press the **Enter** key to choose the Keyboard or the Gamepad, then select Edit Config to display or change the key configuration. To change a key assignment, use the **arrow keys** to scroll to the action you wish to change. Use the **Enter** key to select the action, then press the new key assignment.

### Display Settings

Use the **arrow keys** to move the fog option, then choose Accept and press the Enter key.

### Automatic Save

The Autosave function will automatically save your progress as you complete each level. Use the **arrow keys** to turn this function ON or OFF.



## INFOGRAMES WEB SITES

Infogrames has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

<http://www.looneytunes-games.com>

<http://www.us.infogrames.com>

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Infogrames web sites contain such things as:

- Hints and Tips
- Demos
- Interviews
- Competitions
- Community
- And much more

We are constantly updating our web sites, so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

## TECHNICAL SUPPORT (U.S. & Canada)

### Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.ina-support.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

**Note:** In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.



## Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive **Tech Support** at **(425) 951-7108**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- Processor Type
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address on the next page.



## Product Return Procedures in the United States & Canada

In the event our technicians at (425) 951-7108 determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames Interactive, Inc.  
Attn: TS/CS Dept.  
13110 NE 177th Place  
Suite # B101, Box 180  
Woodinville, WA 98072-9965  
RMA #:

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### CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:

#### Epilepsy Warning



#### READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. 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 or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

#### **FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:**

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

#### **Repetitive Strain Statement**

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Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

#### **Motion Sickness Statement**

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This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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