

Tiny Toon Adventures 2 Walkthrough

by The Lost Gamer

Updated to v1.5 on Jan 13, 2004

Version 1.5 7/4/02

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Tiny Toons 2: Trouble in Wackyland Walkthrough
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001-General Information

This is a walkthrough for the Nintendo Entertainment System (NES) game called Tiny Toons 2: Trouble in Wackyland. It's based off the TV show, which was made when Warner Bros. made good TV shows. Tiny toons, Animaniacs, Batman...you get the idea. Tiny Toons is parody of Looney Tunes, but it goes beyond that, as seen in the episode of how the show was actually created. Good episode. I recommend that you see the show yourself. Oh wait, it's not on anymore. Ugh, the curse of being a lost gamer...oh well.

You can email me at ilovecartoonssomuch@yahoo.com, but make the subject blank so I know that it's not spam. Oh, and make sure it's relevant in some way. Okay, let's start this guide.

002-Story

Well, this game's about a bunch of various characters. They're tiny; they're toony; they're all a little loony, and in this

cartoony we're invading your TV. They're comic dispensers, they crack up all the censors, on Tiny Toon Adventures get a dose of comedy! Here's Acme Acres, our cartoon home...and...uh...I forget the rest.

In any case, there seems to be some sort of trouble going on in Wackyland. In case you haven't seen the really, really old cartoon entitled "Porky in Wackyland", here's an overview. Porky wants to make some money, so he's trying to hunt down a dodo (apparently he doesn't know they're extinct). Extinct or not, a dodo exists in Wackyland. However, Wackyland really is wacky and contains wacky things like a three headed being bearing the heads of the three stooges.

In Tiny Toons, Wackyland is home to a dodo named Gogo (they're furry, they're funny, they're Babs and Buster Bunny, Montana Max has money, Elmyra is a pain! There's Hampton, and Plucky, Dizzy Devil Ducky, Furball's unlucky, and Gogo is insane!) Gogo lives in Wackyland with other things like the last unicorn and the last dragon.

Now this isn't in the game, but in one episode an evil man kidnapped Gogo and all the other animals for his own commercial profit, being a collector. The animals started dying since they can only live in Wackyland. Babs, Buster, Hampton, and Plucky (who didn't help too well) managed to save the Wackyland creatures in time before they died and the world got thrown into chaos. The bad guy got "collected" himself in the end, with the devil keeping him locked in a cage.

Well, apparently someone's making trouble in Wackyland, so you'll have to take care of things.

003-Characters

Hampton: A pig who strangely is a neat-freak. Also strangely, he's good friends with Plucky, who is very messy (one episode had an odd couple spoof with the two of them).

Rats: As seen the in football episode (I know WAY too much about Tiny Toons), the rats are from a different school, and often try to do mean things to the Tiny Toon gang (who attend ACME University, where they earn their toon degrees. The teaching staff's been getting laughs sine 1933!)

Birds: Just some birds.

Bats: Bats are really cool, but portrayed as bad guys in many video games.

Boxing glove: It pops down from the sky and tries to hit you.

Pit bull: The Pit Bull (a tiny toons character) is a buffed-up pit bull (he sounds like Ah-nold and usually beats up poor animals like Furball).

Babs Bunny: Buster's girlfriend! Ooooooh!

Plucky: A green duck.

Furball: An unlucky cat.

Frogs: They attack Furball.

Fish: They also attack Furball.

Sweetie bird: The bird that Furball fails to catch is here to get revenge on him. Told you Furball was unlucky.

Buster: Babs' boyfriend. He's cool.

Shurely the Loon: I misspelled her name. It's like surely, but with a sh instead of a s. She runs the ticket booth.

Butler: Montana Max's rude butler guards the fun house.

Elmyra: A girl who wants to hug you and love you squeeze you forever! You really don't want that, so avoid her.

Teeth: Fake teeth come together to block you way, and then separate. The process repeats. Jump past when they are apart.

Montana Max: The boss of the game. I knew it was him all along!

004-Walkthrough

You start off with ten tickets. You can go to any of the first four attractions. You get points while going through the rides. You can exchange points for tickets, which you use for more rides. Eventually, you should get enough points for four gold tickets, which lets you in the fun house.

004a-Train Ride

The train ride costs two tickets. Help Hampton get to the train's engine!

Hampton has two moves. You can jump with A and attack with B. What a weird attack, it looks like he's trying to dance.

The train is going right the whole time. You'll want to survive the train ride and get to the engine. This one isn't too tough.

You start off on the train. Get used to the attack and the jump, as you have three minutes of wild train action to use them.

A rat will come at you, so attack him. One hit kills an enemy here (with the exception of the boss), and three hits will kill Hampton (the energy bar is at the bottom of the screen).

Some flags with stop on them appear. Jump off the first one and get the cupcake. Go under the second one, and jump over the third one.

Two more stop flags appear. Get the cupcake while jumping on the first one, and attack, not jump, right to get a bird who surprise attacks you. Jump over the second flag. Kill the rat who will walk up to you here.

Next will be some stop flags. The flags will move up and down their poles. You can try to run under them (which can hurt you) or jump over them. Do whichever you want past the two flags, and the train enters and cave thing.

They're two cupcakes here, so get them. Notice below that a rat is walking through the train. He'll jump up to the top of the train. See how there are two train carts here? The rat jumps up when he reaches the first window in the second cart. Look out for him, and don't be there when he jumps.

Don't hang around the left part of the train. Try to get near another place where there are two carts. Two bats attack. Kill them if you want, but they're just a distraction. You see, the train is splitting into two pieces. Get to the second cart as the first cart will fall left and crash.

As soon as the first cart is gone from view, this view will change so you only see the cart you're on (don't worry about this). Some bats attack. You'll get to the end of the tunnel.

A rat will jump up at you right past the tunnel exit, so wait until he jumps before exiting. At the next part in carts, a jumping rat jumps at the first window of the new cart.

You run into two moving stop flags (a bird flies between them). Go onto the right part of the train and jump onto the stationary stop flag. Jump right off it (attack in the highest part of your jump) to get a rat who otherwise would attack you.

Another stop flag is right of this. Jump over it. Kill the rat past it (he walks on the train) and you enter another cave thing.

A bat attacks you. Not much here...get the cupcake, and press down to duck under the low wall. Jump up past it and get the two cupcakes. Kill the bat right of this.

Duck under the next low wall, and do a jump/attack to kill the bat and get the cupcake. Duck under the next low wall. A rat jumps up when he reaches the last window of the left cart. Kill it and get the two cupcakes.

Another rat jumps up at the third window of the new cart. Ride right. Not much here either...go past the cart split. In the next cart split, a bat attacks and the train splits in half again. Get onto the right cart.

Ride the train right through an enemy-free area and you end up exiting the cave thing. Yay.

Many birds attack here. More important is the boxing glove at the top of the screen. It follows your movements and then

attacks you. Fortunately, it's slow, so get out of the way so you don't get hit.

You go near a brick building in the background. Kill the rat. Jump onto the stop flag, and jump off it onto a higher stop flag. Kill the rat right of you.

Uh oh, the boxing glove again. Try outrunning it (you can trick it by going left and quickly running back right). After it attacks, another boxing glove will attack. Kill the rat past the tow gloves.

Hmmm, the scenery disappears. Wait a big, and you can finally get on the engine. However, you have a boss fight to get through first.

See the three stacks? The pit bull will pop out of one and attack. You can tell which one by the way it flashes purple before he does so. If you're too close for his liking, he won't come up, and another one flashes purple. Use this method to tell where he's going to be so you can attack him before he attacks you. After four hits, he's down.

As soon as you get the pit bull, the train stops. You then get awarded points for how much time is left on the clock and other things. You get to see how many total points you have.

004b-Roller Coaster

This takes four tickets. It's a really wild roller coaster, and would be cool if it existed. However, it won't exist because it's also incredibly dangerous.

Babs is on this ride. You can press A to jump and B to flip cart upside down. This is dangerous as you may hit something. Tricky, tricky...I really recommend NOT doing this level as it's really hard to do. Try doing a different level.

If you're insane and want to do it, here's what you should do. You can press B to flip upside down, which is essential to your beating the level.

Ride the cart up the hill. Do a quick press B twice to get the two grapes. Duck down, and you'll pass some towers. As soon as you hit the curve which looks like this) , flip to go under a tower. Flip again and duck to pass the three towers you beat before.

That was tough (just the beginning, heh heh). When you're past the towers, flip over to get three grapes. When you get them, flip to the normal side.

You enter a building. Flip upside down past the first tower. Stay upside down. You exit this building and enter another one. Flip back up before you hit the tower on the ground. The roller coaster goes up another hill.

Jump off the roller coaster onto the second coaster here.

It goes up a small hill. Jump to avoid the rats while you go straight down.

Quickly flip to avoid being hit. The instant you pass the diamond shaped thing, flip again and duck to avoid being hit. When the danger passes, turn upside down. When you enter the next building, flip rightside up again past the ceiling tower.

You ride up a hill. A thing'll come at you. Either jump or flip to avoid it. Past the hill, you'll quickly come down. Jump off to another cart.

The cart goes up a big hill. The thing attacks again, only this time about four will attack. Avoid them. Stand still while going down the hill (if you want, flip to get the grapes). Stay that way while going in/out of a building.

Out of the building, a thing attacks so jump to avoid it. The cart goes straight up while you jump, making it tricky. Past the danger, flip upside down.

You miss a lot of things. When you're out of the building, flip rightside up. You'll miss one of the things that attack you. Flip upside down again while going up the hill.

You go into another building. Flip rightside up and duck when you pass the first tower. Past the low tower (duck under it) flip upside down. Past the diamond, flip rightside up again.

Up another hill. Jump over the thing that attacks. Final run here. Problem is, it's super fast.

Duck down. As soon as you pass a tower, flip upside down. Past the next tower, flip again. Do this really fast to avoid being hurt.

Babs gets thrown off the roller coaster. You won! Wasn't that hard?

004c-Bumper Cars

This game costs one ticket. It's weird.

Basically, you're Plucky in a bumper car ride. Press A to power up a big hit. Try to bash your opponents into a hole. It's weird.

You do this for three rounds. The only challenge is the weirdness.

004d-Log Ride

This ride takes three tickets. You play as Furball on the wild log ride.

Ride right. See the pole popping up and down? Jump while you pass over it to avoid getting hit. Now just watch Furball

go down the log ride, surfer style.

Eventually, Furball gets to some flat ground. Jump over the logs here. At the fish, jump right onto another log (grab the fish in midair).

You go up a hill. See the frogs? The instant they're level with you, they jump attack. Be prepared for that, and jump to avoid them. Only two frogs attack you.

Stay in the middle of the log. Stand still as the log takes you right. Despite how it seems, you'll grab two fish. Three bad fish will all fail to attack you properly. Jump to the next log at the end of the platform with the two attacking fish.

Avoid the frog while going up the hill. Stand still. You get two fish, and go up another hill. Duck at the top to avoid Sweetie Bird. Ride right, and jump off at the end.

You land on a strange machine. It will move down unless you press up. If you press A, Furball jumps and the machine stays still.

Ride the machine right. Don't get hit by the big spiky things. Several Sweetie Birds will attack you at once. Using your mad skills, avoid being hit by the Sweeties and the spiky things.

At the end, it stops. Jump off it right onto another log. You'll go up a hill. Near the part where you start to go down, jump to avoid the Sweetie there. Stay on the log past here.

Nothing here. For some reason, your log sinks! Oh no! But Furball gets rescued by a whale (remember that episode? It was such a sad episode!). That's the end!

004e-Ticket Booth

Shurely the Loon (what a bad misspelling) runs the ticket booth. She'll gladly exchange the points you got on the rides for tickets. When you get fifty normal tickets or four gold tickets, go to the fun house. If not, use the tickets you get to go on more rides for more points for more tickets.

004f-Fun House

The rude butler lets you in if you have four gold tickets or fifty normal ones. It appears that your secret admirer is inside, but whoever it is, he or she left a lot of traps for Buster! Not a nice secret admirer.

Go right. Kill the rat. All the lights go off, but continue. Do a jump/attack right onto the spring and spring off it right. Jump from platform to platform right.

You get to a normal platform. Go right (you can run right by holding B a la Super Mario Bros.). Kill the rat. The lights go off, but continue right.

Buster will slide down right. When you start to slide, do a jump/attack right onto the spring.

Go right. Kill the rats you meet. There are some platforms with sliding edges (looks like this ^^). Jump from platform to platform. At the end you'll see an arrow pointing to the ground. Go down the hole it points to.

This maze is such a bitch it's not funny. Hopefully it won't be so hard for you since you have this guide.

Super run left. You'll come to a gap, but a small block appears to take you across it. Without the super run, you come too late. And with the super run, you may run off it. Just get on the block and duck. If you screw up, you'll have to brave the weird maze until you get back to a place you recognize.

It takes you to a new place. Super run left here. Jump to the block that appears, and off it over the wall to your left. Go left and press up to get through the door there.

Hey, you're upside down! Go left and jump to the platform there. This is tricky. Stand on the right edge of this platform, and do a jump/attack to get to the platform below you (you're upside down, remember?). It takes some time, but it's a good shortcut. Enter the door there when you get it.

Go straight right here, killing the two rats if you want to. Go through the door you reach.

Go right here through the same area, only on the floor and not upside down. Use the springs to jump high (the rats are a problem here). Go through the door you reach.

You're on the ceiling. This next part is hard. You have to slide right, like in Super Mario Bros. Go as far left as possible (no jumping), super run right, and press down to duck when you reach the wall. Hopefully, you had enough velocity and ducked at the right time to get through. Then, you have to do it again (last time, thank goodness).

Kill the rat and continue right. You'll reach the big hole in the ceiling that you went down through to get to this maze. Fall up through the hole, and enter the door there.

You're still upside down. Use the spring left of you to get to a low area left of you. Go through the door.

Oh boy, a new area. See the chain thing? Jump on it. The chain will rotate in a big circle. Stay on the chain. While moving in the big circle, it takes you right. Bats fly at you. Avoid them by attacking/jumping (the chain stops when you do), and just ride the chain to the end. Go through the door there.

Uh oh, Elmyra! She's guarding the ground below, eager to get you! You'll have to do many tricky jumps right to get to the end while avoiding her.

OR, you can fall down to Elmyra (she does no damage for some reason), run right (try hitting the wall while super running to see a funny animation of Buster getting knocked out). Do a jump/attack up to one of the sloped platforms above you, and jump off it to the door. Easy.

Jump/attack right onto the sloped platform. Jump/attack right off it onto a normal-like platform. Go right.

See the teeth? They snap shut, open, and snap shut again. Jump across when they are away from you (while they separate) to the area right of them. Do the same for the next set of teeth.

Jump/attack right across the two sloped platforms. Next is a ferris wheel thing. Here's how it works: When you're on one of the four platforms, the thing moves that way. However, it circles, so you have to constantly jump to get it to go right. Don't worry, you'll figure it out. Just get the thing to go right, and jump/attack right off it onto the platform there.

Go past another pair of teeth (the attack may be better than the jump in passing). Right of here, jump from sloped platform to slope platform right to a normal platform. Kill the rat, and jump to the platform right of this one to meet the boss.

Hey, your secret admirer is Montana Max. Well, he's the boss. He's in his blimp, and he throws bombs at you. Use your attack to hit the bombs away. You want to hit the bombs at Montana Max to hurt him. Do this enough times and he dies.

A good strategy is to be directly underneath Montana Max. That way you'll hit the bombs straight up at him, and missing is hard. Once he's hit about five times, he dies. Yay, you beat the game!

005-Game Genie Codes

If you're not using your NES, put these in the screen that pops up when you press F6. The fun house costs nothing will allow you to access the fun house at the beginning of the game. Very good. And protection against hits on the roller coaster allows you to complete the roller coaster level with the only thing you have to do is jump twice. Much easier.

ZAEYPYPA	Start with 20 tickets instead of 10
IAEYPYPA	Start with 50 tickets instead of 10
PAEYPYPE	Start with 90 tickets instead of 10
VVNAVSE	Start with 110 tickets instead of 10
SXUXVXVK	Protection against hits on log ride
SZSEASVK	Protection against hits on train
SZOOUXVK	Protection against hits on bumper cars
SXKAYUVK	Protection against hits on roller coaster
SZSALOVK	Protection against hits in fun house
AANPYPLA	Log ride costs nothing instead of 3 tickets
IANPYPLA	Log ride costs 5 tickets
AANPIPZA	Train costs nothing instead of 2 tickets

IANPIPZA	Train costs 5 tickets
AANPPPGA	Roller coaster costs nothing instead of 4 tickets
TANPPPGA	Roller coaster costs 6 tickets
AANPLPPA	Bumper cars cost nothing instead of 1 ticket
GANPLPPA	Bumper cars cost 4 tickets
AANOZPIA	Fun house costs nothing instead of 50 normal tickets
PANOZPIA	Fun house costs 10 normal tickets
PANOZPIE	Fun house costs 90 normal tickets

006-Credits

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