

## Looney Tunes Racing – Sony PlayStation

**Developed by:** Infogrames (<http://www.infogamest.com>)

**Published by:** Infogrames (<http://www.infogamest.com>)

**Reviewed by:** Tim Maxwell

**Official Site:** [http://www.looneytunes-games.com/vg\\_racing.htm](http://www.looneytunes-games.com/vg_racing.htm)

**Genre:** Racing

**Number of Players:** 1 or 2

**ESRB:** Everyone

**Overall Rating:** 7

**Graphics:** 7/10

**Sound:** 8/10

**Documentation:** 7/10

**Getting Started:** 7/10

**Gameplay:** 6/10

**Value:** 7/10

**The Good Press:** Just about every conceivable Looney Tunes character is playable; zany track design and power-ups; plenty of comic mayhem to go around.

**The Bad Press:** Painfully easy; all vehicles and characters are apparently created equal; some clipping issues.

**Supports:** Dual Shock, memory card

**Overview:** *Looney Tunes Racing* will certainly be a hit with the kiddies, but its lack of depth and simplistic gameplay ultimately limits its appeal.

### Tips:

Only use the powerslide when absolutely necessary. You should be able to avoid it completely on most courses if you properly anticipate turns.

When you're in the lead, place bomb power-ups directly in front of speed pads to keep the other competitors at bay.

Harkening back to my childhood, nothing ever quite compared to the blissful joy I'd feel waking up early on a Saturday morning to watch my favorite cartoons. For just a few short hours a week, I was able to distance myself from the everyday worries of spelling or multiplication tables, and just enjoy being a kid. And although there were dozens of different programs to watch at that time, seeing the antics of Bugs Bunny, Elmer Fudd, and the rest of the *Looney Tunes* gang was what I enjoyed the most. Whether it was Wile E. Coyote trying desperately to snare that elusive roadrunner, or Tweety continually outsmarting Sylvester, the LT crew always managed to bring a smile to my face. Now, some 15 years later, a copy of *Looney Tunes Racing* arrived on my doorstep and a lot of those fond childhood memories came flooding back.

The game begins in traditional *Looney Tunes* fashion—with a zany melody playing and Tweety inviting you to select a game mode. The standard selections include single race, championship, ACME challenge, and multiplayer. Single races allow you to practice on any track that you have previously unlocked, while multiplayer allows you to participate in an exhibition race with a friend. In a championship, you compete in a series of races against the *Looney Tune* elite. Points are awarded depending on your final position, and the competitor with the most points at the end wins. Finally, the ACME challenge has you trekking around the ACME museum looking for various missing artifacts. In order to find them, you'll have to complete an assortment of missions, such as finishing a lap within a certain time limit, spelling the word "Bugs" by locating hidden letters around the course, and so forth.

When you first begin the game, there are a total of six different *Looney Tunes* characters available to control: Bugs Bunny, Daffy Duck, Wile E. Coyote, the Tasmanian Devil, Marvin the Martian, and Lola Bunny. As you win races in the championship or ACME challenge modes, more characters such as Porky Pig, Elmer Fudd, and (my personal favorite) Foghorn, I say, Foghorn Leghorn become available. In addition to characters, first-place finishes open up new tracks for use in the exhibition modes and in later races during a championship or challenge.

Once out on the track, controlling your character's kart is about as simple as it gets. The left analog stick steers, and you can use either the right analog stick or the X and square buttons to accelerate or brake, respectively. The triangle button changes the view, the O button uses a power-up (more on those later) and the L1 and R1 buttons

allow you to powerslide through those particularly sharp turns. Overall, the controls are responsive, and after a few laps around the track (if that), they'll become second nature.

Scattered around each track are various power-ups and other helpers designed to give struggling players a boost. If you find yourself off to a slow start, there are green speed pads strategically littered around that give you a temporary burst of acceleration if you run over them. In addition, you can stick it to the opponents ahead of you in true *Looney Tunes* style if you find a "gag-activation arch." As you pass through these structures, you trigger a wacky event that lays waste to unsuspecting players. Some of the more humorous occurrences include a giant sheep that falls and crushes foes, or a swarm of bees that arrives out of nowhere and attacks anything in its path. Lastly, you can also utilize weapons by collecting tokens. The more tokens you accumulate, the more useful the weapon will be. True to the game's loony fashion, customary weapons like machine guns or grenade launchers are replaced with heat-seeking cream pies, and deadly anvils. Hey, it just wouldn't be *Looney Tunes* if Elmer Fudd didn't take a few anvils off the noggin now would it?

The graphics and sound in *Looney Tunes Racing* are, for the most part, excellent. Despite a few minor clipping issues (you can see through walls if you get too close to them), the visuals would make the folks over at Warner Brothers proud. The characters look just like the real thing, the tracks are colorful and varied, and I never experienced any slowdown due to a crowded screen. The audio is equally impressive, with each character coming equipped with two or three of their favorite one-liners. Furthermore, if you listen closely to the music, you'll probably recognize some of your favorite songs from the TV shows. Thanks to the impressive aesthetic performance, *Looney Tunes Racing* is nearly as much fun to watch as it is to play.

The combination of the beautiful visuals, awesome sound effects, simple control, and hysterical power-ups really makes *Looney Tunes Racing* an enjoyable experience. Unfortunately, the whole thing is noticeably short-lived. I was able to unlock just about everything and conquer the challenge and competition modes in under two hours of play time. The computer AI really doesn't put up much of a fight, and all the karts handle exactly the same so there's little to no learning curve involved. Once you've got everything licked, there really isn't much incentive to go back either. For this reason, *Looney Tunes Racing* is a perfect candidate for a weekend rental, but the severely limited replayability doesn't make it worth purchasing.