



71030 Looney Tunes are one of the easiest series so far to ID by feel. Although all of the characters have unique heads, most of the heads can be difficult for novices to ID through the packaging, so find the accessories to ID. Very few of them share similar-feeling accessories, but if you find a bar, you can quickly narrow it down to Tweety, Daffy, or Porky. Likewise, if you find a 1x1 cheese slope, you can narrow it down to Wile E. or Speedy. Several of the characters have unique tails, but the tails are soft rubber and indistinct feeling and don't make good IDs.

As always, this guide is intended to help novice hunters by highlighting the easiest and most unique elements. Experienced hunters will be able to use other elements to distinguish between characters.



01 Lola Bunny

Key element:
Technic Ball Joint

Lola has only a single accessory, so find the spherical ball joint with one distinctly flattened side. You might also feel Lola's head, which has flat face and a large ponytail.

3x
quantity
per case



02 Bugs Bunny

Key elements:
Carrot, Carrot Stem

Both the carrot and carrot stem are unique identifiers for Bugs. There are two stems in the pack. Make sure you feel the small Y on the stem, or the tapering conical shape of the carrot to avoid mistaking them for the turkey leg, larger baseball bat, or sign posts.

3x
quantity
per case



03 Wile E. Coyote

Key elements:
1x1 Plate, Nipple

Wile E.'s anvil consists of a lot of small pieces. Find the square 1x1 plate or round nipple to ID. There are extras of both. Wile E.'s head is also an easy ID with a very long nose and big ears.

3x
quantity
per case



04 Roadrunner

Key element:
2x2 Inverted Dome

Several pieces can easily positively ID Roadrunner. The large round inverted dome is the easiest. You'll feel the bowl shape easily through the package. Also feel for the torso with bird wings or the ice cream for a quick ID.

3x
quantity
per case



05 Tweety

Key element:
2x2 Round Bricks

There are two kinds of 2x2 round bricks in the mallet, but either works for an ID. Just feel the four studs on top of a short cylinder to ID. The long umbrella pole that makes the handle can also be a good ID, but be sure to feel the ring on one end.

3x
quantity
per case



06 Sylvester

Key element: Baseball Bat

Sylvester has only a single accessory, the baseball bat. Feel for the thick diameter and distinctly thinner handle to distinguish from Tweety's umbrella stand handle.

3x
quantity
per case

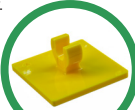


07 Daffy Duck

Key element: 2x2 Sign

Find the flat, square 2x2 sign with a prominent clip on the back to ID. The 4-long bar can help narrow it down, but is also included with Porky.

3x
quantity
per case



08 Speedy Gonzales

Key element: Head with Sombrero

Feel for the large molded head with sombrero element. It's a very large, slightly cupped disc with a distinct, pointy cone on the top and what will feel like blobs on the bottom. There are 4 cheese slopes included, but they are also included with Wile E. and can't be used alone to ID.

3x
quantity
per case



09 Tasmanian Devil

Key element: 4x4 Round Stand

Any of Taz's accessories can make a positive ID, but the large 4x4 round stand will be the easiest. Nearly the same size as the regular rectangular stand, it will be completely smooth on top except for 2 studs.

3x
quantity
per case



10 Marvin the Martian

Key element:
Ray Gun

Several parts can be used to ID Marvin, including the standard minifigure head and the broom-top helmet, but the ray gun is easiest. It has studs on each side, and you should feel the angled handle and barrel ridges.

3x
quantity
per case



11 Petunia Pig

Key element: Teacup

Both the teacup and teapot are unique identifiers, but the teacup is easier, plus there are 2 included. Feel for a small cylinder with a distinct handle.

3x
quantity
per case



12 Porky Pig

Key element: 2x4 Tile

The big 2x4 tile makes Porky a quick ID. Feel for a large, elongated rectangle that's completely flat on top, unlike the 3x4 minifigure stands which have a row of studs. You can also feel for the 4-long bar to narrow it down, but find the tile for a positive ID.

3x
quantity
per case

