

>Right off the bat, Tom Cat has the clear edge here. Sure, Wile E. has had his share of wild, over-the-top adventures (mostly chasing the Road Runner), but those are pretty much his daily grind. Tom, on the other hand, has faced a crazy variety of foes and scenarios. He's practically a veteran of every wild situation imaginable — from kung fu master to ghost catcher to astronaut. Plus, Tom's been around since Roman times (okay, cartoons exaggerate), making him hundreds, maybe even thousands of years older than Wile E., and he's rocked a dozen different careers and crossovers. Wile just can't compete with that kind of longevity and variety.

Experience: Tom Cat

Wile E. Coyote has been around since the prehistoric era—tens, if not hundreds of thousands of years before the earliest version of Tom you cited. On top of that, Wile E.'s resume is far more impressive than you're giving him credit for.

He's been a magician with access to real magic and wizardry. He's also worked as a monster and bounty hunter in the 24th century, with experience tracking and unlike Tom he actually has experience taking down and killing toons like Yogi Bear. Plus, he has a solid grasp of martial arts.

These roles alone completely outclass anything Tom has in terms of experience, and unlike much of what you've listed for Tom, Wile E.'s feats are directly applicable to combat so I'd give experience to Wile E

>Now to Tom Cat: he had way more variety of skills at his disposal. He has different types of superheroes with their different powers, is a skilled swordsman, ghost catcher, hunter, zookeeper, detective, astronaut, etc., and Tom is more competent and has a better track record. -He is an "Olympic, U.S., and World" champion mouse catcher (Mucho Mouse) and even played sports. Yes, Wile E. Coyote can play sports too, but the only sport that he played is basketball from the Space Jam movies. Tom has played tennis, billiards, golf, bowling, boxing, ice skating, judo, soccer, weightlifting, and even racing. So skill goes to Tom Cat.

No exaggeration—everything you listed for Tom, Wile E. has done at least once as well. He's lifted weights, raced, played golf and soccer, boxed, and even worked as an astronaut. Seriously, he's done the whole nine yards.

>This one is obvious to people who have seen every Tom and Jerry show anyway. Both Tom and Wile are cartoon characters who can do pretty much anything. Both can make clones, manipulate minds, and use toon force. However, Tom Cat has a significant edge by having access to his abilities at all times.

Dude really thinks this is the Bowser vs. Eggman analysis 🤖

>Yes, Wile can do that too and even can do some crazy stuff, but if you think about it — who's seen Wile and Roadrunner episodes? Wile can only use those powers and abilities at ACME since most of those are ACME products and Wile can only contact ACME for those.

What do you mean he can only contact ACME for that? If you're implying Wile E. couldn't match Tom's abilities because he relies on machines, that's just flat-out wrong. Both characters have access to toon force, so anything one can do, the other can generally replicate. Tom's magic isn't a game-changer either—Wile E. has used real magic himself, so they're pretty even in that department. And ACME gadgets show up instantly, so access isn't an issue at all.

>Tom Cat, in comparison, can use his powers and abilities built-in with no problems. Tom Cat probably has a counter like the anti-toon force gun because for one, that weapon backfired on Wile like his own weapons before. Two, that gun can only work and disable toon force from the characters from the Looney Tunes universe, and Tom and Jerry are not part of Looney Tunes, so that weapon would be useless against Tom

That's true, but it's important to point out that the weapon only backfired because it was used on the Road Runner, who canonically causes bad luck for anyone trying to catch him. Wile E.'s weapons don't always fail—it's usually because they're ACME-branded and specifically sabotaged when targeting the Road Runner, who's the head of ACME. When Wile E. uses his gear against other characters, it works just fine.

>Even if Tom does get affected by it, Tom can use potions or reverse the effect with his own magic, and can even turn Wile into a mouse or any object with no reliable way back.

There's no real reason to assume those potions can undo effects on that scale, since we've never seen them work on anything remotely that powerful. If Tom used the potion on himself, it would likely affect him the same way it would a normal person—it wouldn't restore his toon force. Plus, Wile E., like pretty much every toon in Looney Tunes, has shown resistance to transmutation. He could just shrug off whatever Tom throws at him or revert back due to his toon physiology.

Also Bro copied the Bowser vs eggman analysis word for word

>most of Wile's inventions and weaponry are widely impractical and all of them backfired all the time.

They backfire against Roadrunner not anyone else

>And come to think of it, Wile in comparison has worse luck than Tom Cat because his inventions and weapons cannot work against someone who has better luck than him. In every engagement, Wile loses to people who have better luck

Again against road runner who cannoncially induces bad luck onto wile e

>Tom has a smart cap helmet as seen in Tom and Jerry show 2014, which boosts Tom's intelligence to be as smart, if not smarter, than Wile and could strategize any scenario to defeat

Wile.

There's no real reason to believe the Smart Cap puts Tom on Wile E.'s level. Even if the helmet claims to grant all the world's knowledge, Tom hasn't done anything particularly impressive with it—just some basic math and simple hacking. That's the kind of stuff Wile E. pulls off on a regular basis. And when it comes to strategy, Wile E. has access to a supercomputer that literally calculates the most effective way to take down his opponent.

>He also has a lucky wishbone in the same show that, upon giving it a rub and twirling around, whatever Tom wishes for will come true — which has no problem clearing out Wile E. Coyote.

Wile E. also has his own instant wish-granting options, like summoning his fairy godmother or using a magic genie lamp. And wishing him away wouldn't work—characters like Daffy and Bugs have been completely erased from existence before and still came back without issue. On top of that, Wile E. has shown the ability to manifest from people's thoughts, so as long as someone remembers him or finds his antics entertaining, he'll always find a way to return.

>Tom is very capable of getting the better of Wile with his magic gadgets or abilities that could leave Wile completely unable to fight or even defend himself, like the Velocity-Enhancing Speed-Altering Ultra Zapper in one of the Tom and Jerry episodes, which is an invention that changes the speed of the target, which could slow down or even freeze Wile forever and pretty much end this fight.

Wile E. can counter this with his time gun, which also has the ability to freeze targets in time—and it's actually more reliable, considering it's worked on the Road Runner, a character with essentially inaccessible speeds. And correct me if I'm wrong, but that device you're referencing has never actually shown the ability to completely freeze someone in time—it just significantly slows them down. Even then, Wile E. could simply use his Rewind-O-Matic to undo the effect entirely and stop Tom before he ever has a chance to activate it.

>I know you're about to say Wile has a similar gun like that — the freeze gun — which could freeze people instantly, but for one, that weapon like everything Wile E. had mostly backfires, and two, that weapon isn't even standard. The Velocity-Enhancing Speed-Altering Ultra Zapper is more standard in comparison and could not only slow a target in one hit but could increase the speed of a target.

Once again, the weapons only backfired when used against the Road Runner. And whether the equipment is standard or not, if Wile E. has access to it, he'll get it.

>If Tom does that, he could just be as fast, if not faster, than the Roadrunner or Wile E. Coyote

There's absolutely no reason to believe it can make him that fast, but even if it did, Wile E. has speed-boosting gear like rocket boots and ACME speed pellets to counter it.

>Instant delivery does not equal instant assembly — most of Wile E.'s gadgets require prep time to set up, usually taking place during a cutaway or fade to black. It would be difficult to set an elaborate trap if the target is actively trying to kill him.

I don't think Wile E.'s usual clunky traps will have much impact in this fight. He could easily use the Green Lantern ring to instantly create any trap he wants. Even though we haven't seen him do this before, Daffy Duck was able to use the ring perfectly on his very first try with no problems. If Daffy can pull it off, Wile E.—being the smarter of the two—would definitely be capable of it too.

>You might say what about the ACME supercomputer that Wile uses to tell him any information he wants? I thought too, and yes that could be a trump card on paper, but there are a few issues with that. It's not only that it just doesn't work to Wile's favor because it's ACME products and they're very faulty. That supercomputer is not as reliable or standard because it might give Wile the wrong information and that would be pretty much useless against Tom Cat.

Again its faulty against road runner because Road runner is the head of ACME.

>You might think Wile E. Coyote could win this because he could scale to Bugs Bunny, who survived the moon explosion with him on it. I thought at first, but my research states that Tom can scale to Bugs Bunny too because of a game called MultiVersus, and that game is confirmed to be canon in every show and comic including Tom and Jerry

He wouldn't scale to Bugs because them "fighting" is purely a gameplay mechanic. It's like trying to scale Mario to Sephiroth just because they fight in Smash Bros—it doesn't hold up. Unless there's a story-driven cutscene or narrative where they actually battle, scaling between them just isn't valid.

>You might say Tom and Jerry are nowhere near as powerful as those guys in the game, but I'm saying they could scale up to them, and Tom has been portrayed as on-par with Bugs Bunny in crossovers — the same Bugs Bunny who Wile E. can't beat.

Bugs usually beats Wile E. through wit and by outsmarting him with charm—it's not like Dragon Ball, where characters have clear power levels and some are flat-out stronger than others. In the Looney Tunes universe, most toons are generally capable of the same kinds of feats since they share the same toon physiology (something Wile E. himself has explained). That's why Wile E. would scale more closely to Bugs, unlike Tom, who I don't think scales to him at all.

>Now to their toon force: I might say Tom Cat has this one in the bag. Now hear me out — yes, Wile can use toon force, but if you honestly really think about it and to those who have seen the show, Wile E. Coyote rarely uses toon force in any of his episodes, and even when he does, it often backfires on him

Wile E. absolutely uses toon force. Every time he's blown up, turned into a constellation, turned into fireworks, and so on—he's back in action by the next episode without any lasting damage. That's classic toon force in action. The only reason it might seem like he doesn't rely on it is because it's not the main focus of his show. And once again, his failures mostly happen against the Road Runner, who canonically causes bad luck for anyone trying to catch him.

>In an episode or commercial (I'm not sure), Tom inexplicably has the ability to warp reality just by snapping his fingers and transformed the entire world around him into a cartoonish world, where even regular humans can seemingly accomplish cartoon physics. He also made a Popeye cartoon play on a piano in the background, transformed a pair of goldfish in a bowl into Daffy Duck, and has the ability to transform others into something totally different

Everything Tom did in that commercial can easily be replicated by Wile E. using the magic beams he fires from his fingertips. It's that straightforward. Also that isn't toon force that's something completely different

>You might say what about DC scaling from the Looney Tunes x DC crossover comics? That is a whole can of worms. On the surface, the answer is simple: Looney Tunes never do anything to justify scaling to one of the heralds of DC, and the only Looney Tunes character that could scale fully would be Bugs Bunny in his super wabbit form, which not even Wile E. Coyote could scale to since they've surprisingly never met

This take is wildly inaccurate, and it honestly made my blood boil. First off—yes, Looney Tunes characters can scale to DC herald-level beings, specifically through Mr. Mxyzptlk, who's more powerful than most of them, including Superman. Wile E. Coyote scales to Yo-Yo Dodo, a toon who fought evenly with him in the Superman & Bugs Bunny comic. That alone outclasses any crossover scaling you could argue for Tom. And since Mr. Mxyzptlk is the same character across the multiverse, the Looney Tunes would fully scale to him.

Second, Wile E. does scale. What do you mean "they've never met"? Have you not seen Space Jam? Even setting that aside, in The Looney Tunes Show they're literally neighbors. Bugs has made guest appearances in Wile E.'s shorts, and Wile E. has even harmed Bugs in various games.

And third—Bugs isn't stronger than the other toons. Physically, they're all pretty much relative. He only tends to win because of his wit and cleverness, not because he's inherently more powerful.

>You might say Wile scales to Batman

Doesn't really matter if he does since Batman is wall level and wouldn't add much to the table even if he did.

>Tom, in comparison, has not only met Superman but also Super Wabbit (Bugs Bunny variant)

and can scale up to Superman and Super Wabbit in multiverses along with Jerry, which again that game is canon to every show and comic.

That game isn't canon to every show or comic—you've got that backwards. Their fights in the game are just gameplay mechanics, not actual story-driven events. So the scaling wouldn't apply unless it happened in a cutscene or narrative context that made it canon.

>You might say what about the Lantern Power Ring in the comics that someone gave Wile? That was hard to believe since Wile never once used it in the DC x Looney Tunes crossover comics, so how Wile is capable to use the Lantern Power Ring is unknown

Daffy was able to use the ring successfully on his first try, and Wile E. is significantly smarter than Daffy. I don't see any reason to think he wouldn't be just as effective, if not more, as a Lantern.

>Tom Cat can scale to the Tex Avery characters like Droopy who kept cartoonishly beating a criminal wolf to numerous locations, who's fast enough to have left behind his own shadow for a moment when he ran from the prison's searchlights

That's not actually a speed feat — it would fall under inaccessible speed since he exited the show and operated in a space where time presumably doesn't exist. Wile E. still has better and more consistent speed feats within his own series.