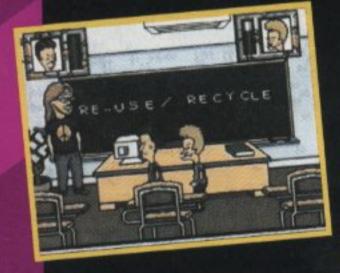
MTV's Beavis and Butt-head Also Available On Sega™ Genesis™







SAME GUYS, DIFFERENT GAME.
LIKE COOL.

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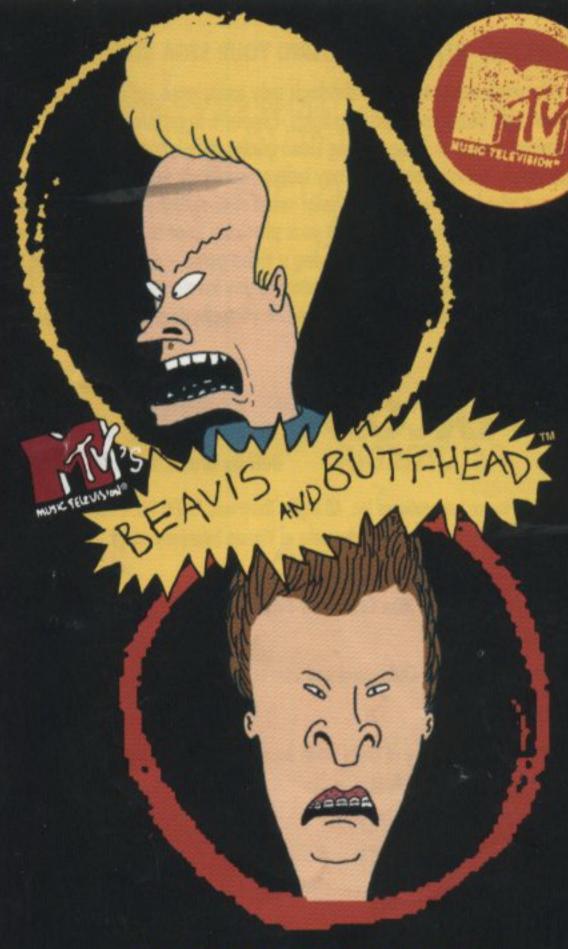
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SEGA





INSTRUCTION MANUAL

VIACOM ®

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FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. 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, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions -IMMEDIATELY discontinue use and consult your physician before resuming play.



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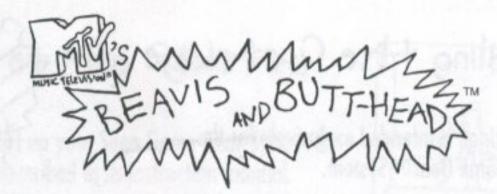
Character Commentary: Chris Marcil and Sam Johnson.

Layout: Beeline Group.

GWAR™ appears courtesy of Metal Blade Records. "Jack The World" used with permission of BMG Music.



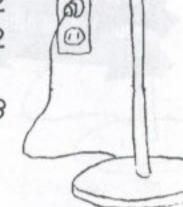
This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.



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Handling the Cartridge

This Cartridge is intended exclusively for the Sega™ Game Gear™ System.

Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

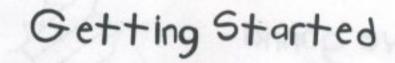
Be sure to take an occasional recess during extended play to rest yourself and the Sega cartridge.

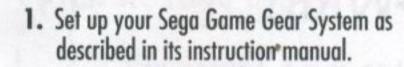
Beavis and Butt-head are not role models.

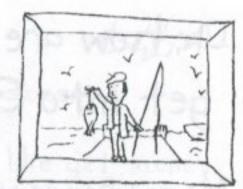
They're not even human. They're cartoons.

Some of the things they do would cause a real person to get hurt, expelled, arrested or possibly deported. In other words, don't try this at home.

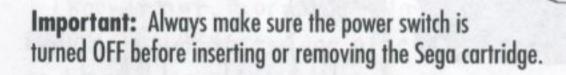








- Make sure the power switch is OFF. Then insert the Beavis and Butt-head cartridge into the Game Gear unit.
- Turn the power switch ON. In a few moments, the Beavis and Butt-head title screen will appear.
- 4. If the title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.



From the title screen, press the Start Button to begin play.





Uh, how are we gonna get into GWAR?



Me and Beavis were psyched to go to this GWAR concert. Then we found out that the tickets are as expensive as, uh, like, as expensive as a lot of money or something.





So now we have like two missions:

Go around town and like get money.

uh, 2. Go to the Turbo Mall and buy the tickets.

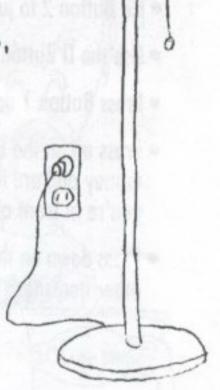
7 or whatever. Get to the concert.

Hey, Butt-head. I don't think that's two missions. That's like, whatever comes after two.

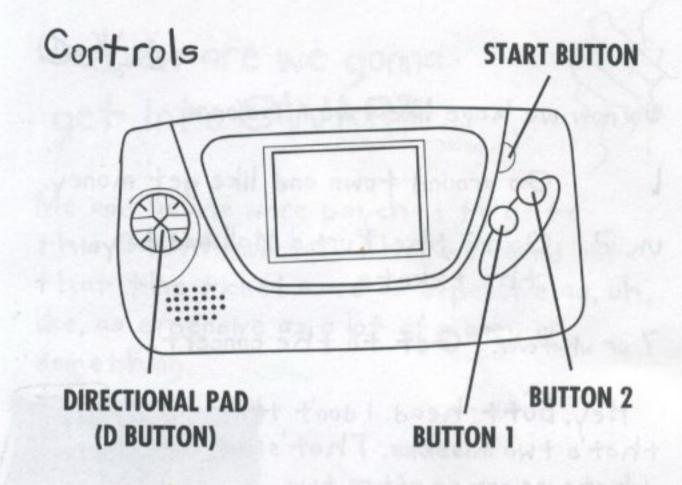
I know that, moron. But I'm figuring you'll screw one of 'em up, so that 'll leave two. If you were smart you would a thought of that.

Oh yeah. But, like, if you're so smart, how come you didn't think of a way to get us lots of money before?

Uh, shut up, Beavis.







- Hit Button 2 to jump.
- Use the D Button to move Beavis and Butt-head left and right.
- Press Button 1 and the D Button to run left or right.
- Press up on the D Button and hit Button 2 to buy stuff when you have money and are in front of a store. Or press up and hit Button 2 when you're in front of a pay phone to check the coin slot.
- Press down on the D Button and press Button 2 to pick up food or other items that are on the ground.



Options & Password

At the beginning of a game, you have the choice to go to the **Options Screen** or enter a password.

The Options Screen allows you to change the following:

Mode: Easy or Hard (How easy or hard the game is. Be careful of letting Beavis and Butt-head get separated, or one of them may get hurt).

Remarks: More or Less (Whether the characters talk more or less).

Music: On or Off (Really easy to figure out).

At the **Options Screen**, use the D Button to move up and down the options and use the Start Button to change options.

The **Password Screen** allows you to enter a password if you've got one.

So, how do you get passwords?
Well, you get them by pausing a game with the Start Button and selecting Password in the Pause Menu. Write the password down and you'll be able to begin the game from that point in case you lose all of your lives.

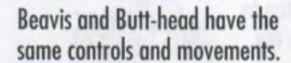
The **Pause Screen** shows how many lives and how much cash you have left. It also allows you to switch between Beavis and Butt-head.



Play as Beavis or Butt-head

When you start a game, you'll begin playing as Butt-head.

To switch back and forth between the characters, hit the Start Button to pause the game. Then move the arrow down with the D-Button to select the character you want to control and hit the Start Button again.





Something Cool



When you lose all of your lives and the game ends, Beavis and Butt-head can hit each other with boxing sticks in their backyard. Press the D Button to make Beavis hit Butt-head.

Press Button 1 or Button 2 to have Butt-head smack Beavis.

Oh yeah - press the Start Button to begin a new game.



How to Play the Game

Beavis and Butt-head have to find enough money to buy GWAR tickets at the mall. They'll start on the Streets and make their way through Burger World, Highland High, the Hospital and Turbo Mall 2000.

At the Mall, they need to buy tickets to go to the GWAR concert.

In all locations, their goal is to get money and avoid animals and stuff that hurts them.

At the top of the screen, light bulbs represent Beavis and Butt-head's attention span. Each time they are hit by an enemy or hurt themselves, they don't pay attention to their goal of getting to the GWAR concert. If Beavis and Butt-head lose interest entirely, they lose a life and all of their cash and have to

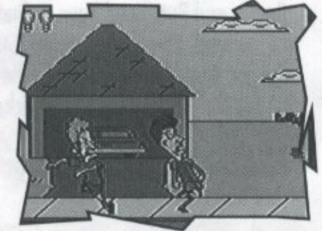


start the current level at the beginning. If they lose all three lives, they will go home and beat each other up.

Pick up food to keep Beavis and Butt-head's attention span, but it's not always a good idea to buy food with your money. Remember, the boys need money to buy their concert tickets. Also, if Beavis and Butt-head eat too many burritos or nachos, they end up with Montezuma's Revenge and will lose their lunch and most of their attention span.

Streets of Highland

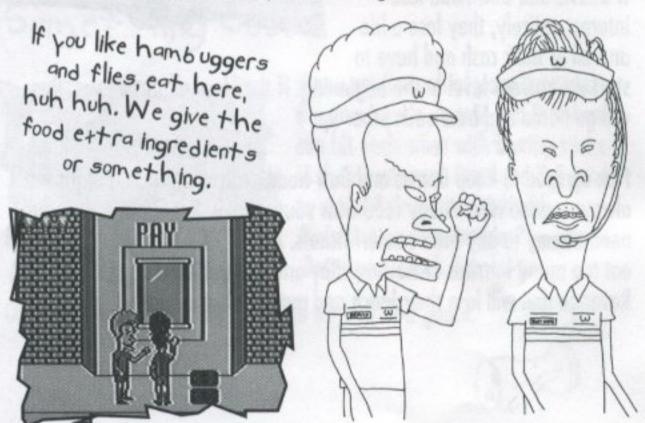
Beavis and Butt-head are out looking for money. It's not going to be easy with the egg-bombing birds, killer frogs and stuff. Nachos will keep your energy up!



this is where things get run over, heh heh.

Burger World

Here's a weird place to get some money — at your job. Beavis and Butt-head stop off here to get their paychecks and maybe some food. Grease is cool. Mad customers, rats and dogs aren't.



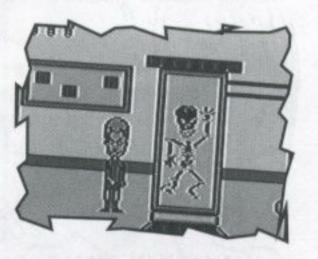
Highland High

School is boring, but there must be some loose change around. Check out the lockers — maybe Beavis and Butt-head can find some books to sell at the bookstore. The boys lose interest in school really fast, so pick up some burritos in the cafeteria. Mr. Buzzcut and towel-snapping jocks



Highland Hospital

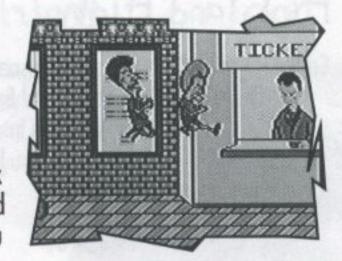
Beavis and Butt-head end up here a lot, but this time they're here to sell some plasma to make money. They might end up donating some blood, too, if they don't watch out for rolling carts, falling lights, rats and mad doctors. Check out the X-Ray machine.



Everyone here is sick or something.

Turbo Mall 2000

There's lots of stuff here to spend money on, but Beavis and Butt-head are on their way to pick up concert tickets for GWAR. Avoid the mall rats and nasty pets if you can, and try to get past the crazy ticket clerk.



If you got some money, this is a cool place. If you don't, then, like, um, ask people for some.

GWAR

If Beavis and Butt-head can avoid getting thrashed by other rockers, they can probably get right up on stage.



Warranty

VIACOM NEW MEDIA Limited Warranty

Viacom New Media warrants to the original purchaser only that the Game Cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Cartridge to Viacom New Media or its authorized dealer along with a dated proof of purchase. Replacement of the Game Cartridge, free of charge to the original purchaser (except for the cost of returning the Game Cartridge), is the full extent of our liability.

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Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)