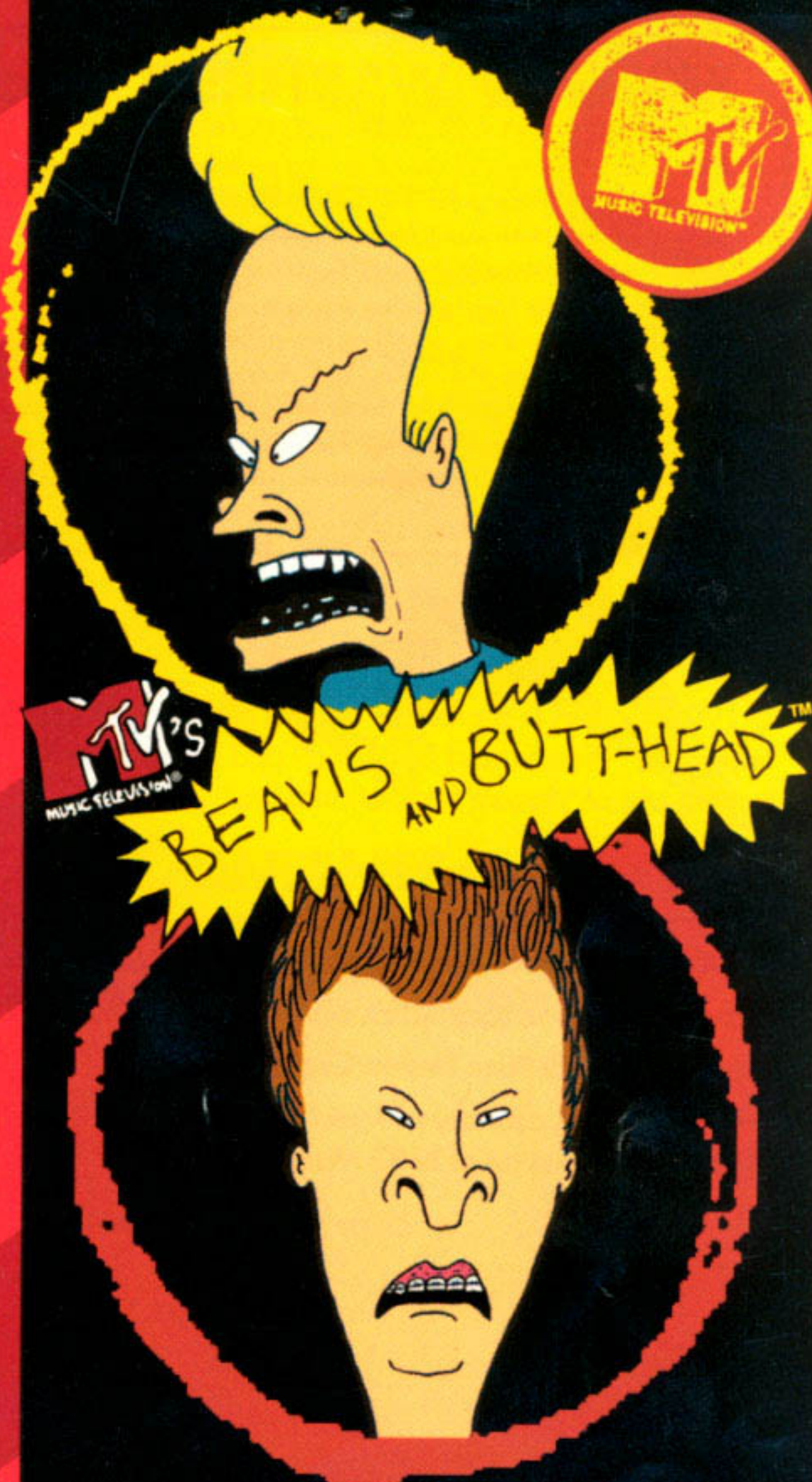


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INSTRUCTION MANUAL

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Rated by V.R.C.™
MA-13
Parental Discretion
Advised.
Mature Audiences

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.



EPILEPSY 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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CREDITS AND ACKNOWLEDGEMENTS

Content: Tony Calandra, Marla C. Defensor, Amy McPoland, Al Nilsen, John Podlasek, Rebecca Randall, Rose Trivisonno.

Character Commentary: Chris Marcil and Sam Johnson.

Layout: Moore & Price Design Group.

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

UH, ME AND BEAVIS DID EVERYTHING.
YEAH, WE LIKE, WROTE IT AND STUFF.
HEH HEH.



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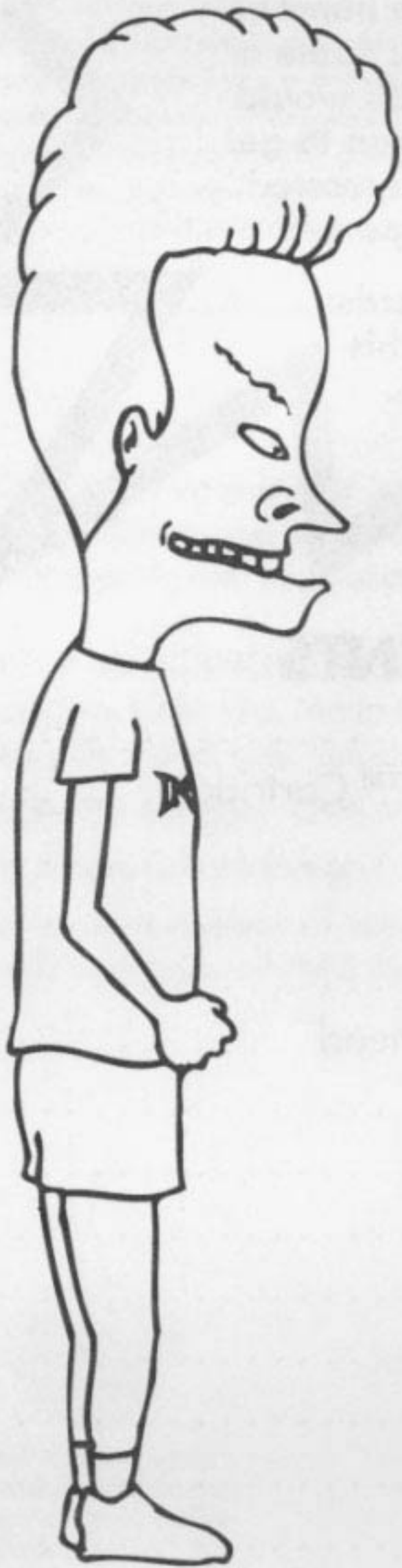
**Beavis and Butt-head
are not role models.
They're not even human.
They're cartoons. Some of
the things they do would
cause a real person to get
hurt, expelled, arrested
or possibly deported.**

**In other words:
Don't try this
at home.**

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LIKE, HELP US SEE GWAR



WE SAVED UP ALL OUR BURGER
WORLD MONEY AND GOT
GWAR TICKETS. THAT'S A
LOT OF MOUSEBURGERS, HUH,
HUH, HUH.

BUT THEN WE RAN INTO
ANDERSON'S STUPID POODLE.
SHE WAS SO STUPID SHE
THOUGHT THE TICKETS WERE
DOG FOOD. BUT, LIKE, THEY
WEREN'T. SO SHE ATE THEM,
THEN SHE SPIT THEM OUT INTO
ANDERSON'S MOWER. THEN
THE PIECES WENT FLYING
AROUND LIKE, UH, LIKE, LIKE
FLYING THINGS.

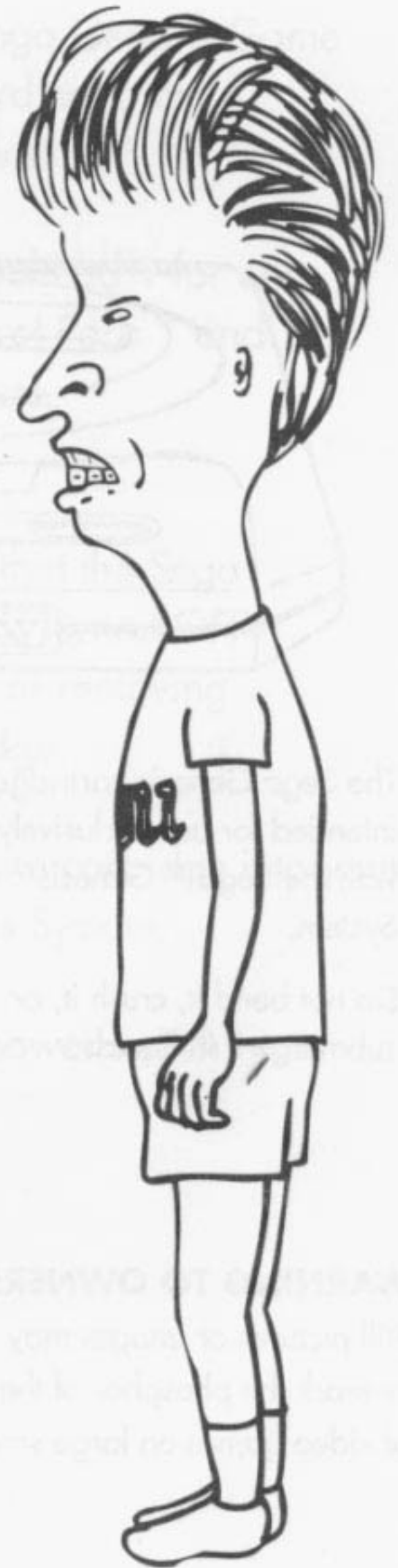
OR SOMETHING...

SO NOW WE GOTTA GO ALL OVER
TOWN TO GET THE TICKETS BACK
OR WE WON'T SEE GWAR. AND
THAT'S WORSE THAN HAVING TO
GO TO THE CONCERT WITH BEAVIS.

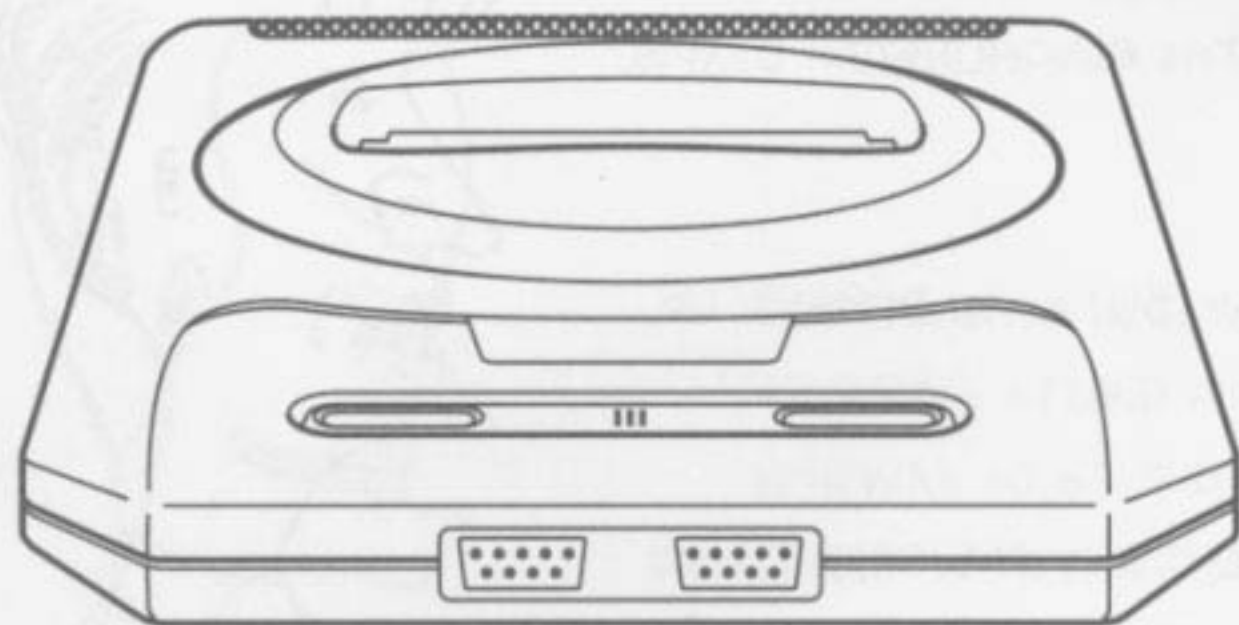
NO WAY, BUTT-HEAD. SHUT UP.

SO, LIKE, IT'S EVEN WORSE TO GO
WITH YOU THAN TO NOT GO?

SHUT UP BUTT-HEAD AND LET'S
LIKE, FIND THE TICKETS.



HANDLING YOUR SEGA™ GENESIS™ CARTRIDGE



- The Sega Genesis cartridge is intended for use exclusively with the Sega™ Genesis™ 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 Genesis cartridge.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

QUICK START

LOADING THE GAME

1. Set up the Sega Genesis Game System according to its Instruction Manual.
2. Plug in Control Pad 1 for one player; Control Pads 1 and 2 for two players.

IMPORTANT:

Always be sure that the Sega Genesis System is turned OFF before inserting or removing the game cartridge.

3. Insert the game cartridge into your Sega Genesis System.
4. Turn on the power switch.

THE DEMO

If you've loaded the game and don't press any buttons, the demo will start playing.

THE GAME

1. After you've loaded the game, press Start.
2. At the OPTIONS screen, press Up or Down to move the hand symbol to the different playing options.
3. Then press Left or Right to scroll through the different choices for each option.

ONE-PLAYER MODE

- Control Beavis or Butt-head.
- Switch between Beavis and Butt-head at any time.

TWO-PLAYER MODE

- Work together to find the tickets.
- Switch to this mode at any time by going back to the OPTIONS screen and selecting the 2 player mode. The computer controlled character will now be played by Control Pad 2.

4. When finished with the OPTIONS screen, press Start to watch the introductory scenes (press Start again to go directly into gameplay).
5. Move Beavis or Butt-head to pick up the TV remote (Button C). Walk to the couch and press C again to start channel surfing.

SWITCHING FROM BEAVIS TO BUTT-HEAD (OR VICE VERSA)



1. Press Start to see Beavis or Butt-head's stuff.



2. Press B to switch characters.



3. Press Start again to resume gameplay.

CONTROLS

Beavis and Butt-head must gather the nine ticket pieces so they can go see GWAR. Use your Control Pad to see what Beavis and Butt-head can do.

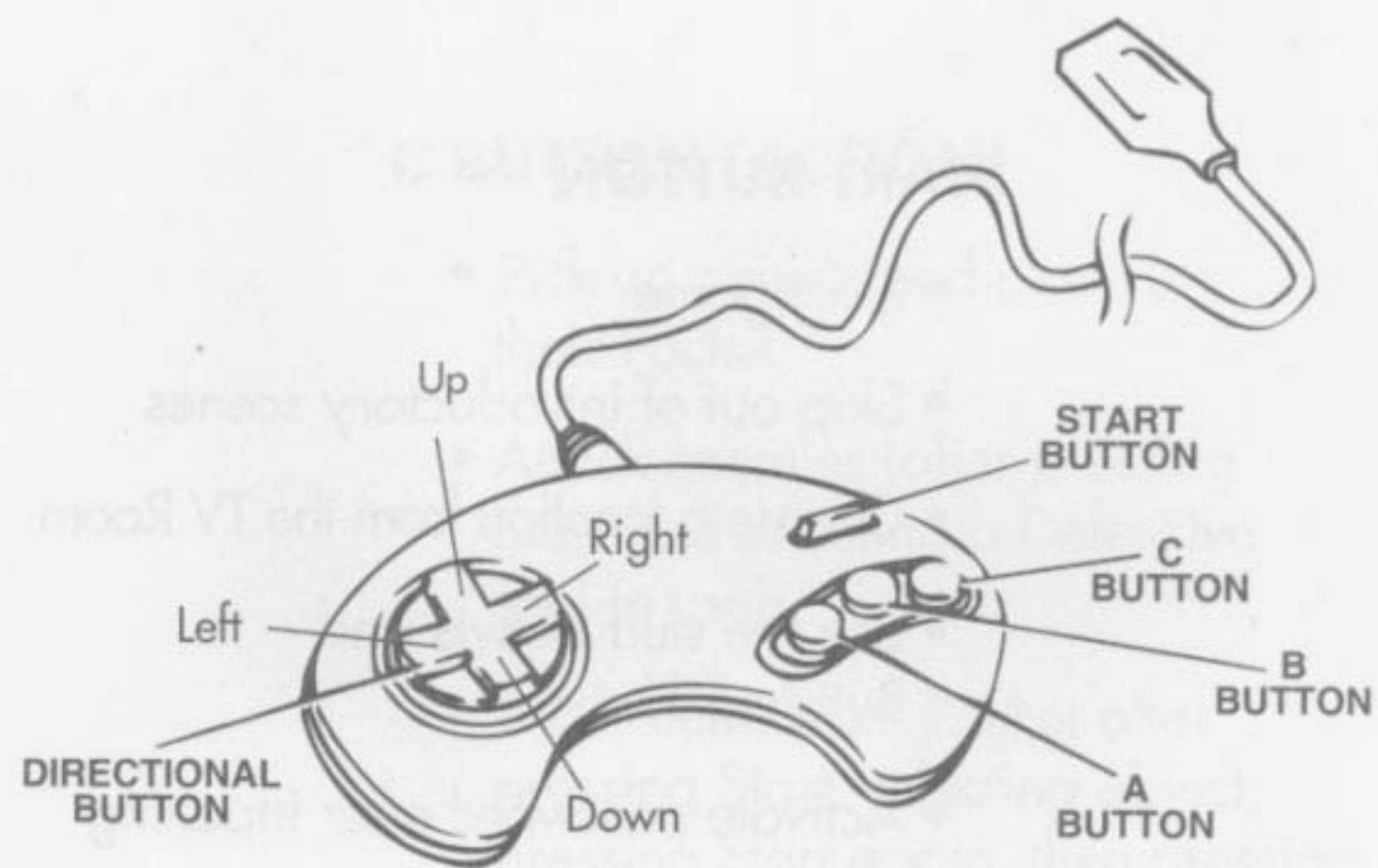
DIRECTIONAL BUTTONS

Up

- Move Beavis or Butt-head up
- Change channels forward
- Go through a doorway or opening
- Move highlight up
- Scroll up through their Pocket and Defensive Tools

Down

- Move Beavis or Butt-head down
- Change channels backward
- Leave a hallway, room, or building
- Move highlight down
- Scroll down through their Pocket and Defensive Tools



Left

- Move Beavis or Butt-head left
- Move hand symbol left
- Enter or exit a location

Right

- Move Beavis or Butt-head right
- Move hand symbol right
- Enter or exit a location

START BUTTON

- Start game
- Skip out of introductory scenes
- Choose a location from the TV Room
- See the stuff Beavis and Butt-head have
- Activate password after inputting all letters

A BUTTON (+ LEFT OR RIGHT)

- Run (while holding Left or Right on Directional Button)
- Write a letter in the password mode

B BUTTON

- Jump
- Long jump (while holding A and Left or Right on Directional Button)
- Switch between Beavis and Butt-head after pressing Start

C BUTTON (ACTION)

- Pick up objects and place in their Pocket
- Attack enemies (after pressing Start and selecting a Defensive Tool to use)
- Trade items from Pocket after pressing Start, selecting object, pressing Start again, then pressing C at the Pawn Shop counter
- Reel in your catch when couch fishing
- Select SUCKS to exit a location
- Select DROP to use or get rid of an object
- Look at the GVAR poster up-close
- Erase a letter in password mode
- Enter password at the Burger World entrance



This example is based on Butt-head's setup.
If controlling Beavis, #1 and #6 will be on opposite sides.

MENU

ATTENTION SPAN

Visible at all times

- 1 The green bar shows how much attention span Beavis or Butt-head has.

Each time Beavis and Butt-head are hit or get hurt, the bar gets shorter as they lose their attention span.

IMPORTANT: If either Beavis or Butt-head totally lose their attention span, they're zapped back to the TV Room. Unfortunately, any objects or cash they've collected aren't. You must then start a new game, or use a password to restart from a saved position.

STUFF

Press Start to display

2 POCKET

Picked up something cool? You'll find it here. Keep it 'til you need it. Just remember: objects stored here can only be used once.

3 SUCKS

Running low on attention span? Select this to warp Beavis and Butt-head back to the TV Room and away from enemies.

WARNING: If you use this option, all objects and defensive tools collected will be taken away and returned to their original location(s).

4 DROP

Want to get rid of something? Select this to drop any object from their Pocket.

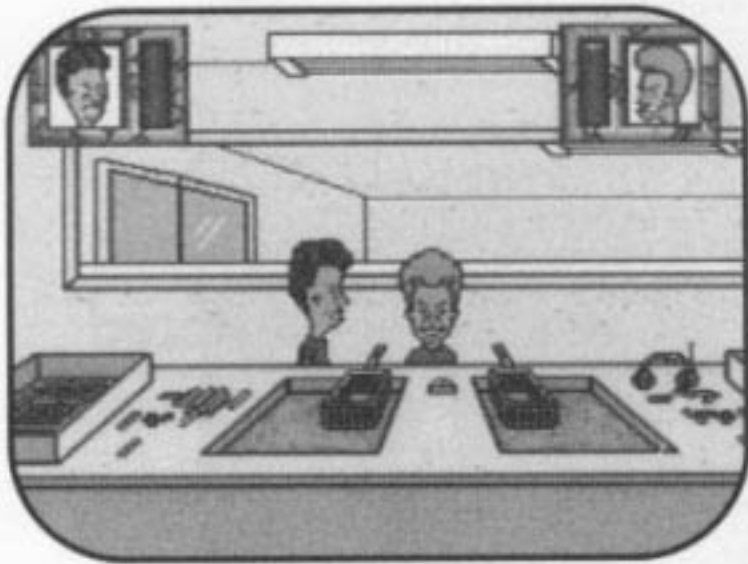
5 DEFENSIVE TOOLS

Need something for protection? Check this out for helpful items that Beavis and Butt-head can use to defend themselves.

6 WALLET

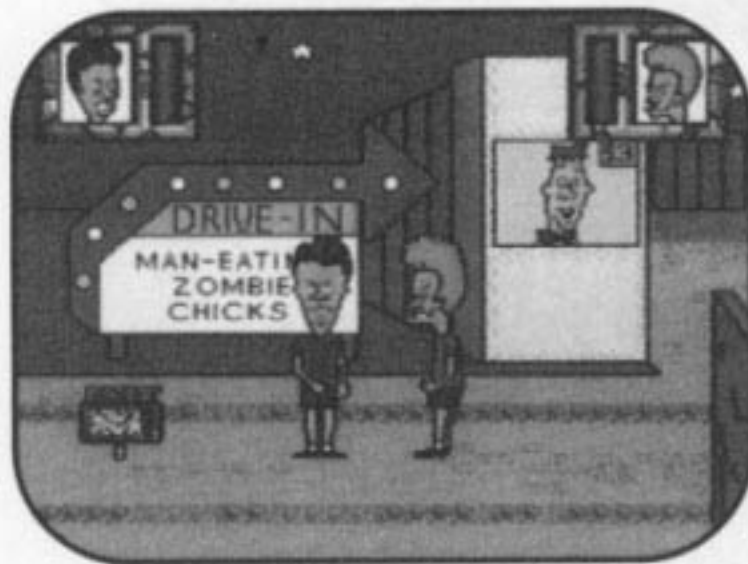
After pawning some stuff, this is where the cash is stashed.

CHANNELS



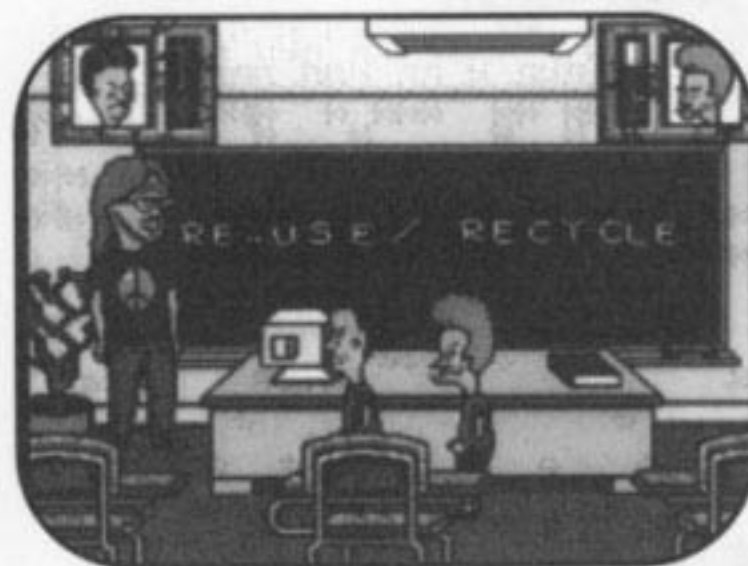
BURGER WORLD

IF YOU LIKE HAMBUGGERS AND
FLIES, EAT HERE, HUH HUH.
WE GIVE THE FOOD EXTRA
INGREDIENTS OR SOMETHING.



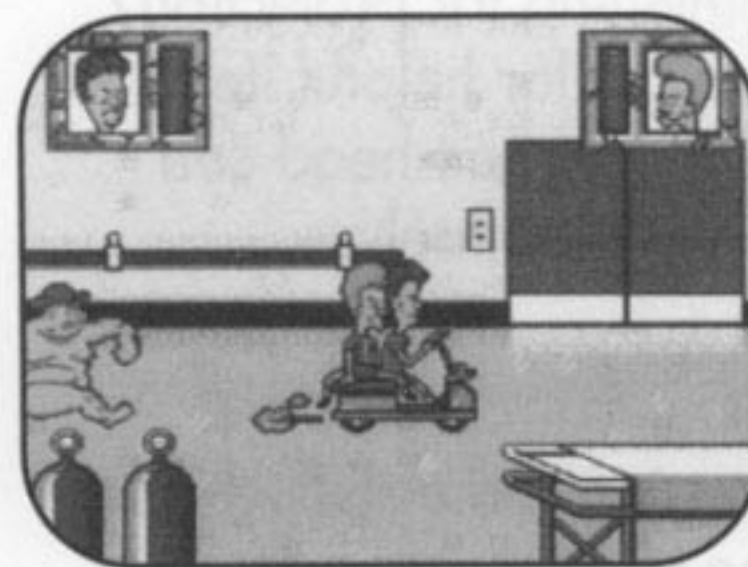
DRIVE-IN

NOBODY GOES HERE TO WATCH THE
MOVIE, HEH HEH. THEY GO TO
GET LIKE CANDY AND STUFF.



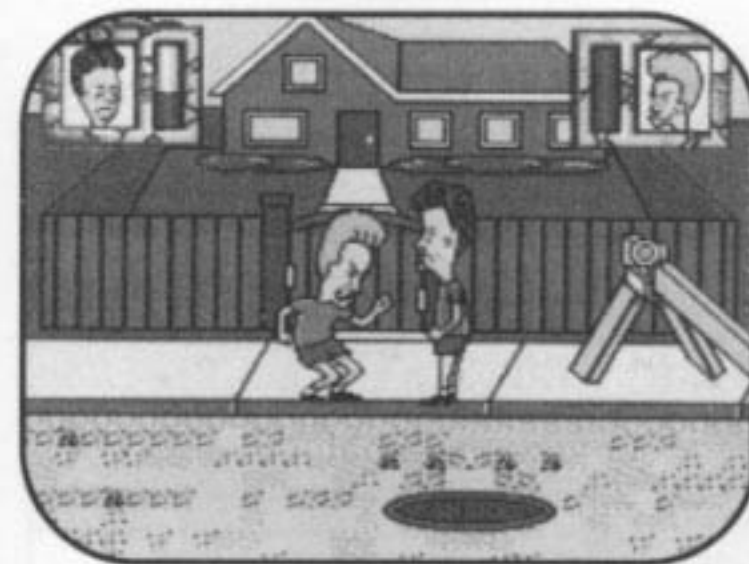
HIGHLAND H.S.

WE'RE LIKE SO GOOD AT SCHOOL,
THEY WANT US TO STAY AN
EXTRA LONG TIME.



HOSPITAL

EVERYBODY HERE IS SICK OR
SOMETHING.



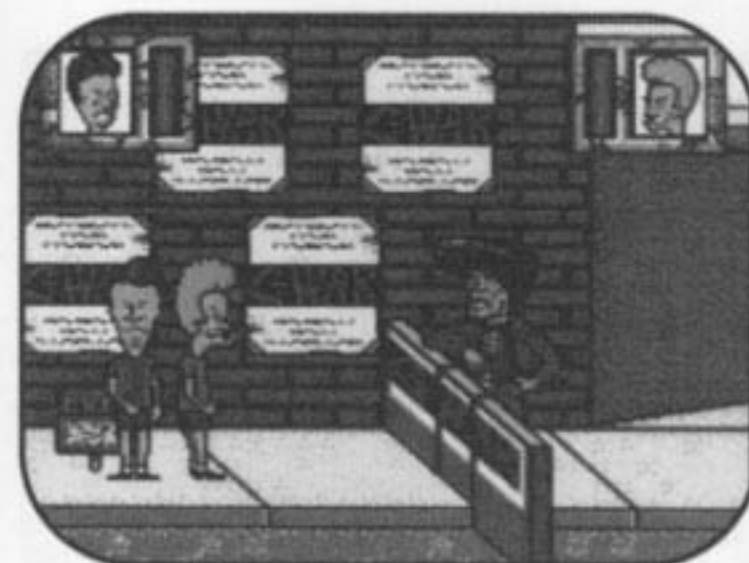
STREET

THIS IS WHERE THINGS GET RUN
OVER, HEH HEH.



TURBO MALL 2000

IF YOU GOT SOME MONEY, THIS
IS A COOL PLACE. IF YOU DON'T,
THEN, LIKE, UM, ASK PEOPLE
FOR SOME.

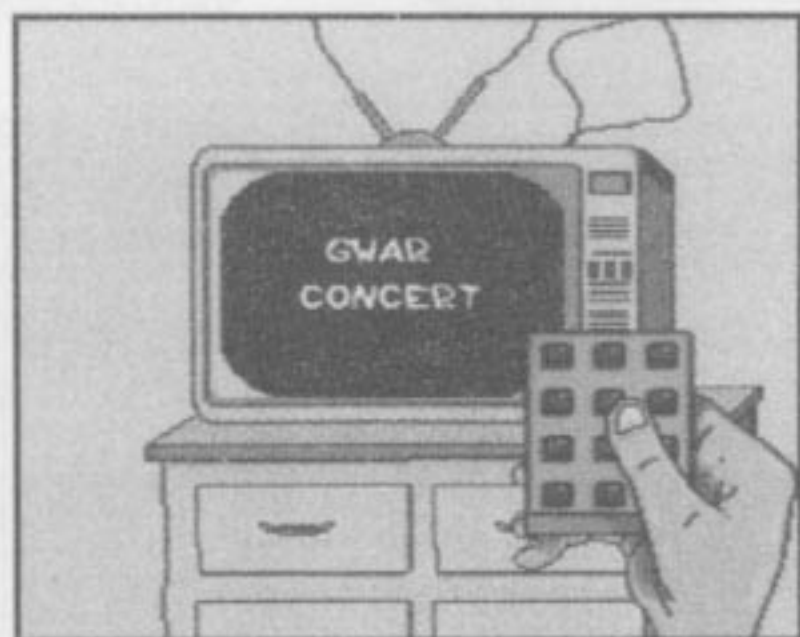


GWAR

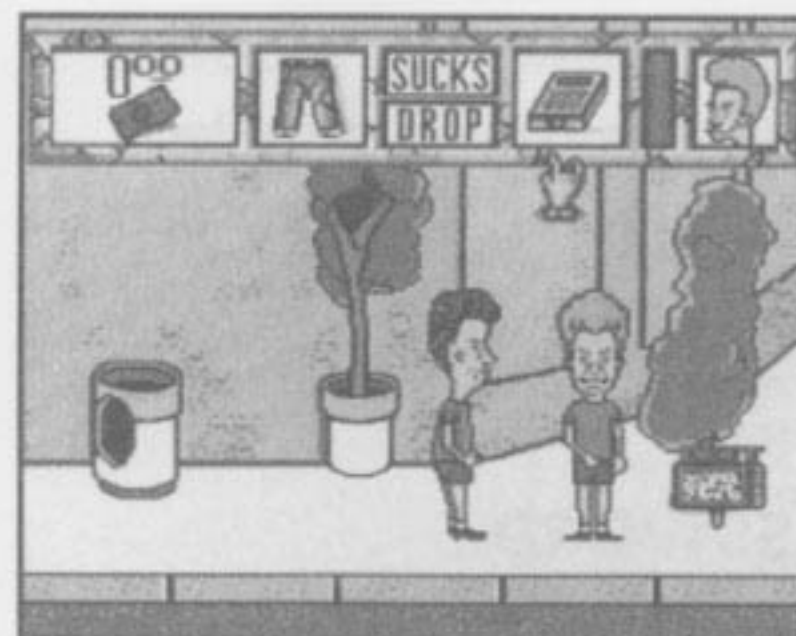
GWAR IS LIKE, COOL BUT ONLY
IF YOU HAVE TICKETS.

CHOOSING CHANNELS

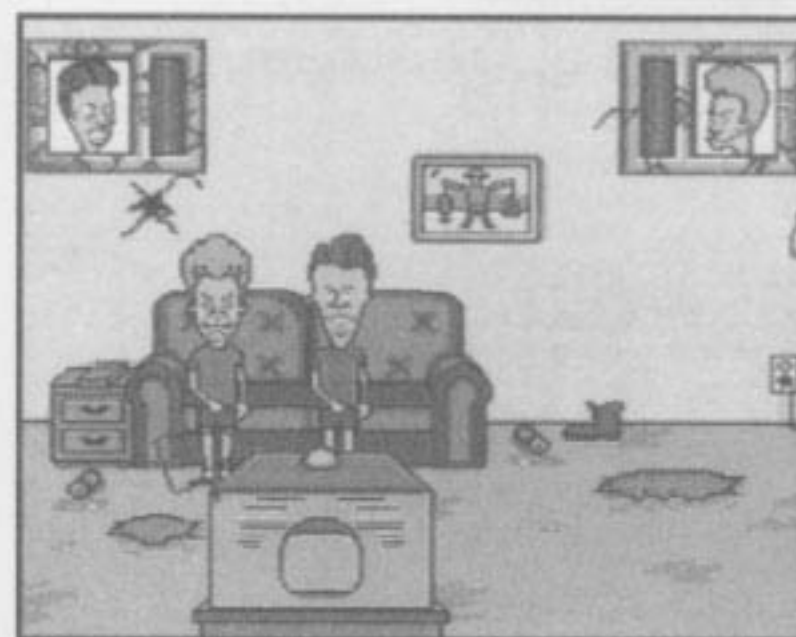
Press Up or Down to channel-surf through the different parts of town. Then press Start to enter an area.

**CHANGING CHANNELS**

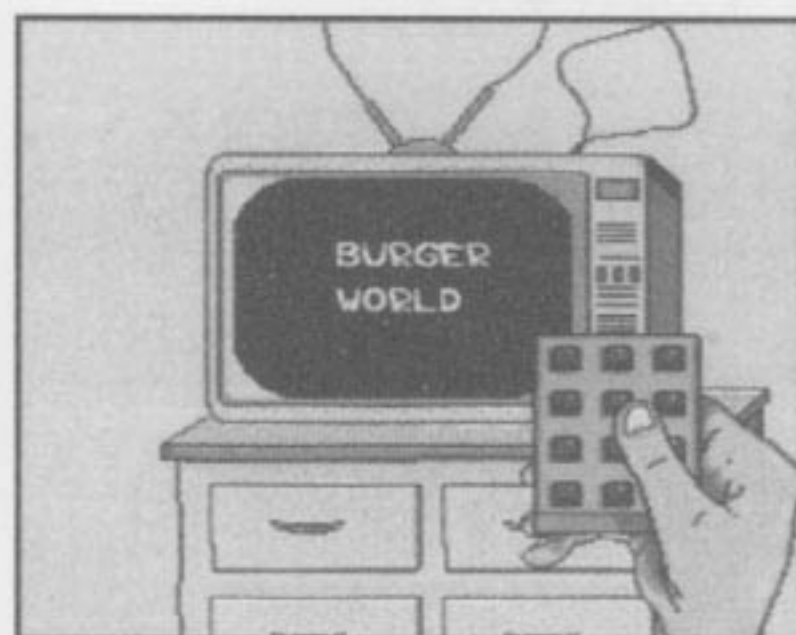
Who says you can't change your mind? Switch Beavis and Butt-head to a different area whenever you want.



1. Go back to the little TV set (be sure the remote is showing in Defensive Tools)



2. Press C to zap back to the TV Room. Walk the character with the remote to the couch and press C again.



3. Choose a new channel.

PASSWORD

The password mode allows you to save a game in progress. After being defeated, you can then continue with the same items and ticket pieces.

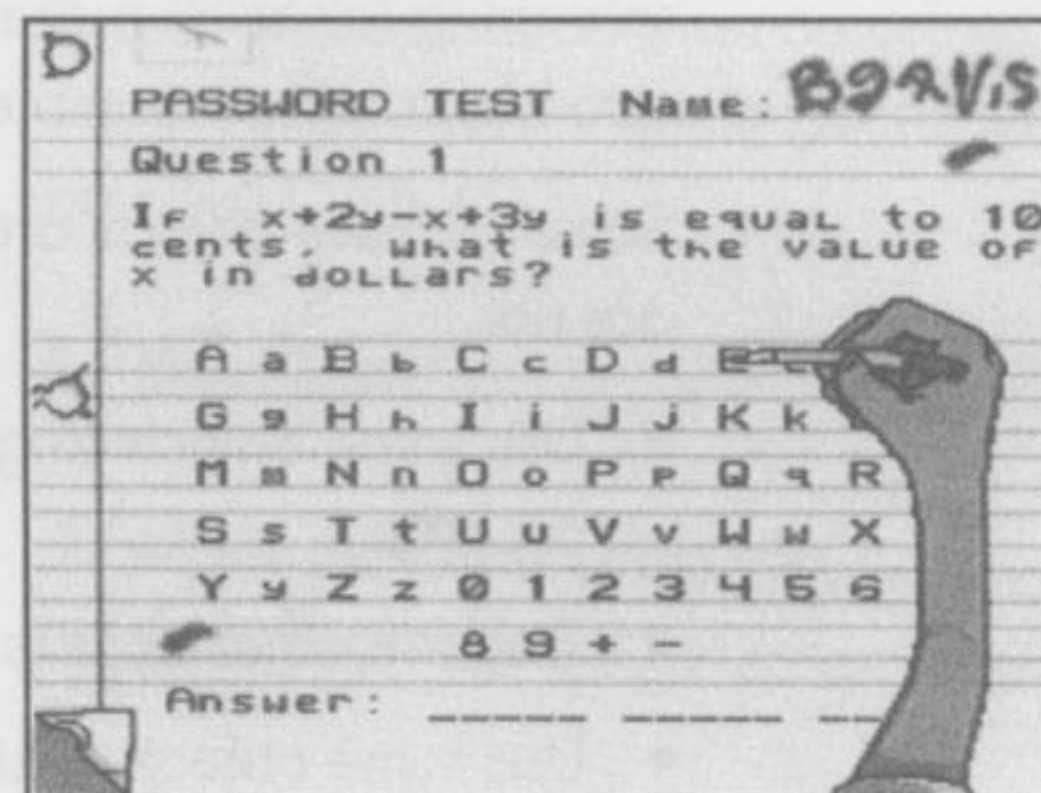
TO GET A PASSWORD:

- Go to the GVAR poster in the bedroom.
- Press C, and carefully write down the code at the top of the screen.

TO USE A PASSWORD:

- Go to the GVAR poster in the Bedroom (or select PASSWORD at the OPTIONS screen in the beginning).
- Press C to bring up the password mode.
- Press A, B or C to access OPTIONS.
- Move the hand symbol down to PASSWORD and press A, B or C.
- Move Beavis' arm to each letter and press A.

- After inputting all the letters, press Start.



NOTE: The password will save only unused objects that are in the menu or have been dropped in the Bedroom. Unused objects dropped at other locations will need to be re-collected.

TO ERASE A LETTER(S):

- Press C to get out Beavis' eraser.
- Use the Directional Pad to move Left or Right to the letter you want to erase.
- Then press C to erase (or B and C together to erase all letters at once).

OBJECTS

WORKING WITH OBJECTS

As Beavis and Butt-head are out searching for ticket pieces, they'll stumble across some objects.

Some of these objects are useful, others are not.

- Use some objects to get into an area.
- Trade in other objects for cash.
- Use some objects to stop or confuse enemies.

PICKING UP AN OBJECT

Walk over to the object and press C.

STORING OBJECTS

Objects that can be used only once will be placed in their Pocket after they are picked up. Beavis and Butt-head can only carry a maximum of four objects each.

EMPTYING THEIR POCKET

No sense carrying things unless Beavis and Butt-head plan on using them. Follow these steps to get rid of an object.

1. Press Start.
2. Move the hand symbol to their Pocket.
3. Press Up or Down to see what's in their Pocket.
4. When you see what you want to drop, move the hand to highlight DROP and press C.

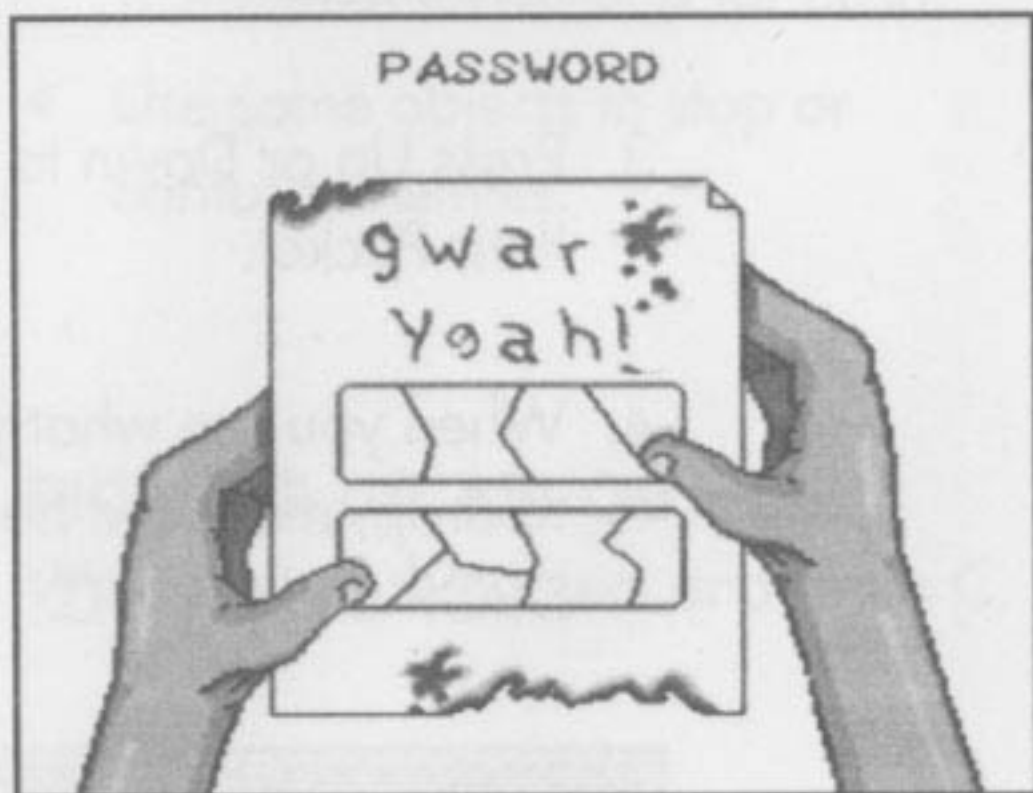


OBJECTS

NOTE: After Beavis and Butt-head use an object, it disappears from their Pocket.

DROPPING A TICKET PIECE

In the Bedroom is a GWAR poster where Beavis and Butt-head are pasting the ticket pieces. To add a piece, go up to the poster and press C.



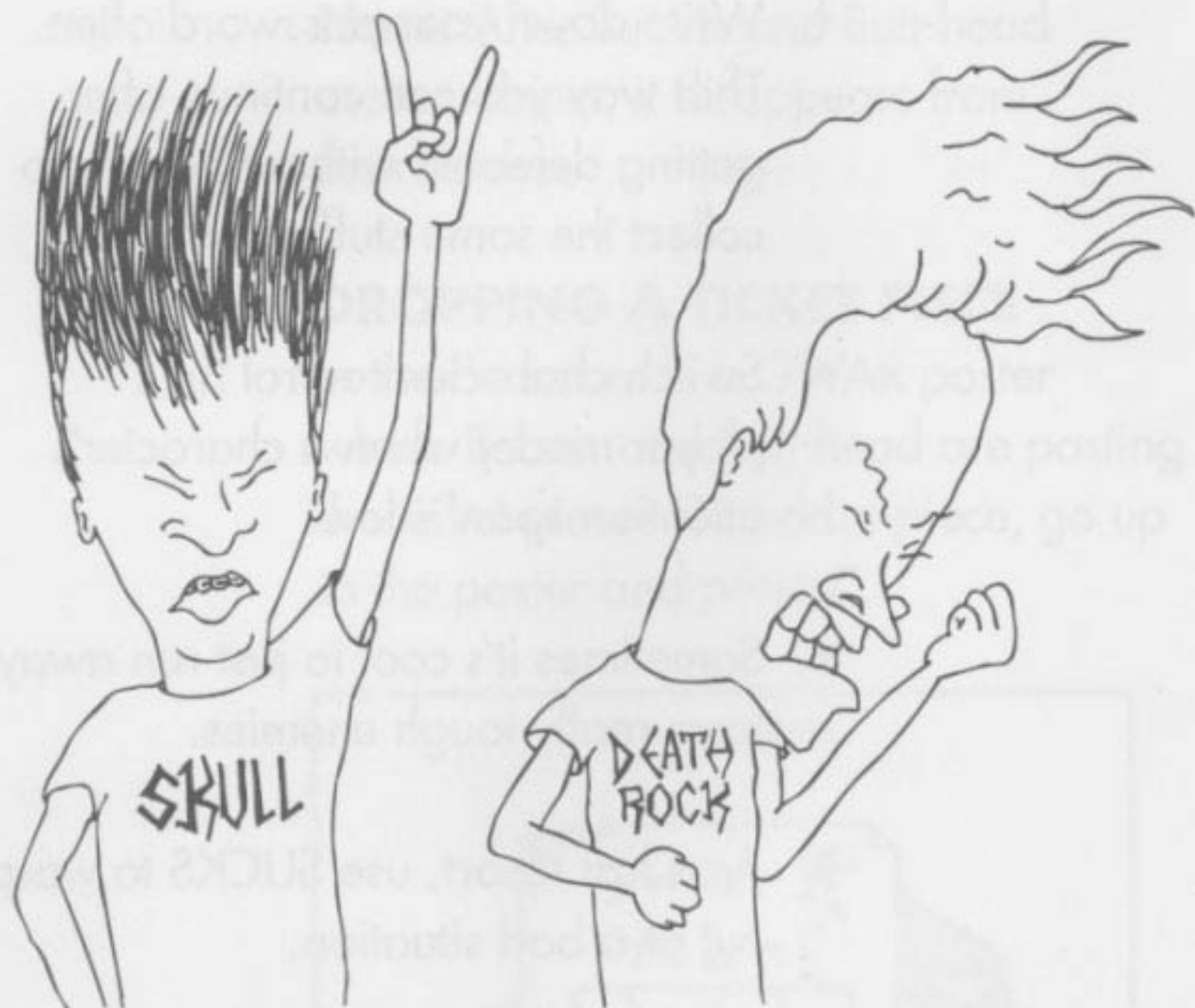
USING THE TICKETS

When Beavis and Butt-head have collected all nine ticket pieces, they're ready for the GWAR concert. Walk to the poster, and press C to take down the tickets. Then go to the GWAR channel to get Beavis and Butt-head into the concert.

TIPS

- Write down your password often. That way you can continue after getting defeated without having to collect the same stuff again.
- Switch character control (in 1 player mode) when a character's attention span is low.
- Sometimes it's cool to just run away from really tough enemies.
- As a last resort, use SUCKS to warp out of a bad situation.

GOTTA SEE GWAR



Beavis and Butt-head just gotta see GWAR, and it's your job to help them.

Channel surf your way around town and find those concert tickets, or somebody's gonna pay for it...

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Now On Sega™ Game Gear™



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LIKE COOL.

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