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Printed in Japan

Nintendo

GAME BOY

DMG-AVIE-USA

GT Interactive Software

MTV's
MUSIC TELEVISION

BEAVIS AND BUTT-HEAD™

EVERYONE
CONTENT RATED BY
ESRB

Created by
MIKE JUDGE

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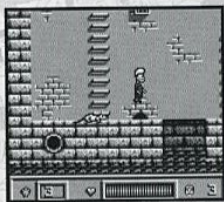
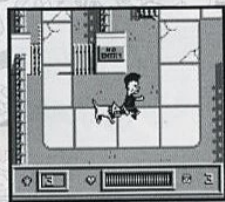
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Story

Beavis and Butt-head have always wanted to join Todd's gang, and now's their chance! If they can just bust Todd out of jail, he'll be so impressed he'll have to let them join. All Beavis and Butt-head have to do is sneak out of school, outrun the vicious dogs and rabid squirrels, run through the sewer, sneak past Todd's thugs, kill a bunch of cockroaches . . . uh, this is going to be harder than they thought.

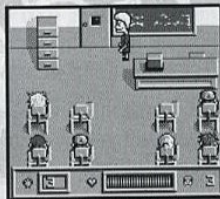


Overview

You've got to guide Beavis and Butt-head (one at a time) through dangerous mazes loaded with hazards and help them make it past their enemies without getting too beat up. If you survive all nine levels and get Todd out of jail, then he just might let Beavis and Butt-head join his gang.

Controls

- A Button** - Use selected item
- B Button** - Use weapon
- Select** - Select Item (In inventory screen)
- Start** - Jump (In sewers only)
- Select** - Open inventory screen
- Start** - Start or pause the game
- ↑** - Grab onto a ladder (In sewers only)



Enemies

Beavis and Butt-head have plenty of enemies. Some dislike the boys for specific reasons. . . others just hate them based on instinct. When enemies come close, you can either dodge them or hit them with whatever weapon you're packing at the time.

Students: You'll find other students everywhere, in the halls, in the gym, even outside in the playground. If they touch you, they'll do damage. The spitball weapon is good for keeping them at a safe distance; hit a student enough times with any weapon and you'll make him disappear.

Mrs. Dickie: She's waiting near the teachers' lounge to send Beavis back to detention. You can't sneak past her . . . you've got to convince her to let you by.

Mr. Van Driessen: He's inside the teachers' lounge. If only there were some way to distract him . . .

Mr. Buzzcut: Buzzcut hangs around the gym, waiting to force you into a game of dodgeball. If he does, keep moving . . . Buzzcut throws hard enough to do damage!

Principal McVicker: The principal isn't as dangerous as you'd think. Just do what he says and he'll let you pass.

Todd's Thugs: Members of Todd's gang are roaming all over town. Watch out for them—they're fast and they do a lot of damage.

Groundskeeper: He's harmless . . . unless you make him mad.

Store Clerk: He doesn't take kindly to loitering . . . and he's got a great batting average.

Tennis Players: Watch out for flying tennis balls.

Squirrels: The park is crawling with these rabid little critters.

- Birds:** They're fast and vicious, but here's a hint: they like to attack diagonally.
- Dogs:** These puppies are fast, but they only run left and right. If you find a bone, select it from your inventory and dogs will sit down harmlessly when they catch you. But remember, one bone will only save you three times!
- Rats:** Jump on these to kill them in the sewer . . . just shoot them everywhere else.
- Spiders:** These are some big spiders! They hang out in the sewers. Timing is everything!
- Cockroaches:** Step on them!

Items in the Game

- Soda Can** Four health points when you pick it up
- Nachos** Eight health points you can use when you need them
- TV** Extra life
- Crowbar** Lets Beavis open the manhole (level 2 only)
- Magazine** Makes Butt-head invincible for a short time
- Coffee** Transforms Beavis into Cornholio
- Spitball** An effective little weapon
- Tomatoes** Another nifty little weapon
- Bones** Select a bone from your inventory and dogs won't bite you. Each bone will protect you from three dog bites
- Coins** Useful for buying stuff and playing video games

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Beavis and Butt-head created by Mike Judge

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Attn: Technical Support
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You Can't Take Abe Anywhere...

(unless you've got a Game Boy®:)



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